

# AUSTRALIAN CUBE

NO.7 AUSTRALIA'S BEST GAMECUBE MAG



FEATURING

EXCLUSIVE PAL REVIEW

## METROID PRIME

The essence  
of videogame  
perfection distilled  
to its purest form

THE BIGGEST GAMES...

## F-ZERO GC

The anti-grav racer to WipEout the competition

## XTREME G: RACING ASSOCIATION

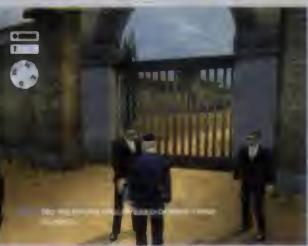
Acclaim's uranium-charged  
speed show roars in

WORLD EXCLUSIVE!

ALL NEW SHOTS AND INFORMATION

## HITMAN 2

Killing is his business... and business is good!



CUBE  
SOLUTIONS

33  
PAGES OF  
ESSENTIAL  
CHEATS

\$8.50 INCL GST  
\$9.50 New Zealand

"excite, enthuse and inform"

ISSN 1 447 0721

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IKARUGA

REVIEWED TV-tilting old school shoot-'em-up



WINNING ELEVEN 6

REVIEWED Simply the best football game ever



DAKAR 2

REVIEWED Dustbusting rally action at its best



VIEWTIFUL JOE

UP-FRONT He's got style, groovy style. Japanriffic!

PARAGON PUBLISHING

# CUBE

## ISSUE SEVEN

## CONTENTS



## XGRA

**36** Check out our world-exclusive look at Acclaim's vision of the future of motor sport

It's another trouser-looseningly packed issue of the UK's finest Nintendo GameCube magazine...

**CUBE  
6 PAGE  
PREVIEW**

The freeloader ensures no GC owner needs to be without this essential game despite the fact it will never be released in OZ

Just when you thought 2D blasters were a thing of the past, along comes Ikaruga to prove you very wrong indeed, my friend



# 100% UNOFFICIAL 100% UNBIASED THE ONLY MAGAZINE YOU CAN TRUST

## METROID PRIME

44



Samus Aran still looks good after all these years...

34

## HITMAN 2



Go back and finish them off with Hitman 2

## VIEWTIFUL JOE

04



## BACK FROM THE FUTURE

16

## UP FRONT



Get straight in there with the very latest updates on the most anticipated games

- |                 |    |
|-----------------|----|
| Viewtiful Joe   | 04 |
| Starcraft Ghost | 05 |

## GCN



The throbbing hub of CUBE, bringing you all the latest news and rumour month by month. This month, Miyamoto speaks ..... 08

## PREVIEWS



The games you could be playing in the next few months. We take a sneaky peek at...

- |                        |    |
|------------------------|----|
| F-Zero GC              | 24 |
| Red Faction 2          | 26 |
| Harvest Moon           | 27 |
| ISS 3                  | 28 |
| Conflict: Desert Storm | 29 |
| RTX Redrock            | 30 |
| Gladius                | 31 |
| The Hulk               | 32 |
| Big Mutha Truckers     | 33 |
| Hitman 2               | 34 |

## IN-DEPTH



A world-exclusive first look at Acclaim's bid to hijack the anti-grav racing genre crown

- |                              |    |
|------------------------------|----|
| Xtreme G: Racing Association | 36 |
|------------------------------|----|



## REVIEWS



Plenty of biggies to get you hot this month. All you football fans will want to get Freeloading ASAP!

- |                            |    |
|----------------------------|----|
| Metroid Prime              | 44 |
| Winning Eleven 6           | 48 |
| Ikaruga                    | 52 |
| Rally Championship         | 56 |
| Dr Moto                    | 58 |
| Dakar 2                    | 60 |
| NBA 2K3                    | 64 |
| Summoner: A Goddess Reborn | 65 |
| Defender                   | 66 |
| Nintendo Puzzle Collection | 68 |
| Mr Driller: Drill Land     | 70 |

## NETWORK CUBE



Your opportunity to get yourself in the magazine

- |                         |     |
|-------------------------|-----|
| Viewpoint               | 74  |
| I Love Shigeru Miyamoto | 114 |
| Subscriptions           | 115 |

## SOLUTIONS



All the cheats and tips you could want

- |                              |     |
|------------------------------|-----|
| Mortal Kombat: DA Solution   | 76  |
| Resident Evil Zero Solution  | 92  |
| Super Monkey Ball 2 Solution | 100 |
| A-Z of GameCube Cheats       | 104 |

## ADVANCE



- |                               |     |
|-------------------------------|-----|
| Shining Soul                  | 108 |
| Super Puzzle Fighter II Turbo | 109 |
| Feature: GBA-GC Connectivity  | 110 |

## FEATURES

### BACK FROM THE FUTURE

How might the gaming world look four years from now? We have proof, honest! 26

### LOST IN SPACE

The history of *Metroid* from NES cult classic to contender for the title of greatest game of all time (ever) ..... 30



# UP FRONT

**CUBE****INFORMATION****VIEWTIFUL JOE**

PUBLISHER: CAPCOM

DEVELOPER: PRODUCTION STUDIO 4

ORIGIN: JAPAN

GENRE: BEAT-'EM-UP

PLAYERS: 1

PERCENTAGE COMPLETE

**AT-A-GLANCE**

- VIEWTIFUL BACKDROPS
- PSUEDO-3D GAMEPLAY
- FANTASTIC COMBOS
- HI-SPEED/SLOW-MOTION ATTACKS
- NON-STOP FIST-FEST

**TOTAL** **MOVIES**  **PICTURES** 

04 '03

MAY '03

AUG '03

The backgrounds look 3D,  
but aren't really. Clever, eh?



***Even more shots of the Viewtiful type***

The locations and bad  
guys are suitably varied

**"IF THE SPECIAL EFFECTS METER RUNS OUT, VIEWTIFUL JOE THE SUPERHERO WILL CHANGE BACK INTO JOE THE BUM"**



He might look tiny but he can still bust some ass in a 2D stylee



Joe can slow down time to get the better of his enemies. Cool trick

# VIEWTIFUL JOE

**ORIGINALLY DUE TO** hit the shelves before *PNO3*, Capcom's side-scrolling beat-'em-up has been shifted back a little and will now arrive in May. To make up for the delay, and to reassure everyone about how good the game is, Capcom recently allowed the press to go hands-on with the toon hero. The results were surprising – *Viewtiful Joe* looks to be one of the most exciting offerings from the Capcom five, but then it was also the one with the most potential for being rubbish. Thankfully it plays just as well as we'd hoped.

Joe has a Special Effects meter on the screen which is drained every time he chooses to use his time-altering abilities. Regular readers will know from issue 15's In-Depth that Joe can change the speed of his

surroundings in an attempt to get the better of his enemies. In practice, Joe's enemies are reduced to super-slow movement, resulting in some great combos. Alternatively Joe can jump over the sloth-like characters and kick them in the back. When it comes to armoured or shielded enemies this is the only way to attack their vulnerable parts.

These super powers aren't just limited to enemies – the whole level slows down, including moving objects such as platforms. Some areas feature lightning-fast platforms and you need to slow them down in order to get across. When it comes to platforms and high-up areas, Joe has a double jump at his disposal. At the moment the A button makes him jump and tapping the button again activates the double jump.

Going back to the Special Effects meter, we've already mentioned how it gets drained every time you use the time-altering moves. If the meter totally runs out, Viewtiful Joe the superhero will change back into Joe the bum. In this state he can't really do much beyond offending people with his cap. Thankfully, the meter is constantly recharging and you won't have to wait long before he regains his abilities.

We still don't have a complete understanding of the storyline and Capcom has confused matters further by suggesting that it all has something to do with making a film. Curious.

Anyhow, we'll have our own copy to play in the office in a few weeks, so we'll be able to tell you more then.

CUBE



Taking on multiple enemies? Just slow down the clock and batter them at your leisure



## CUBE

## INFORMATION

## STARCRAFT GHOST

PUBLISHER: VIVENDI UNIVERSAL

DEVELOPER: BLIZZARD ENT

ORIGIN: US

GENRE: STEALTH-'EM-UP

PLAYERS: 1

## PERCENTAGE COMPLETE



## AT-A-GLANCE

- STARCRAFT UNIVERSE
- ADOPT GHOST ABILITIES
- ENCOUNTER ALIEN SPECIES
- PLAN AIR AND GROUND ATTACKS
- SEMI-INTERACTIVE ENVIRONMENTS

TOTAL TIME

MOVIE X PICTURES ✓

04 '03 04 '03 04 '03

# STARCRA

*I ain't afraid of no ghost...*



**WE BROUGHT YOU** the first shots of Blizzard's latest game in the acclaimed *Warcraft* series back in issue 12. Since then the developer has been extremely cagey about the precise nature of the game, and only now can we tell you more about it.

Fans of the series hoping for something similar may be in for a surprise. *Starcraft Ghost* is based in the classic sci-fi universe moulded by Blizzard over the years, but the gameplay is quite different from anything that's gone before it. Drawing inspiration from classic stealth-'em-ups, *Ghost* is obviously inspired by the gameplay of *Metal Gear Solid* and *Splinter Cell* while encompassing the character design of something like *PNO3*. In fact, lead character Nova may as well be Vanessa from *PNO3*. Both wear skin-tight, futuristic combat suits, but Nova has far more abilities at her disposal. Being a Ghost operative she can rely on her Psionic abilities. These are:

- **Stealth:** Nova can become invisible to the enemy. While in this mode she must move slowly otherwise her translucent state will be detected, *Predator*-style.
- **Action:** Rather than climbing down ladders, Nova can choose to slide down them if she's in a hurry, although the downside is that she'll make more noise upon landing. She can also swing from objects, grab on to ledges and perform handstands to stay out of sight. Once in a suitable position she can creep up behind enemies and 'silent kill' them.

"THE GAMEPLAY IS OBVIOUSLY INSPIRED BY MGS, WHILE THE CHARACTERS ARE VERY PNO3"

# UP FRONT GHOST

- **Lockdown:** Certain types of machinery can be frozen and kept out of action for a short period of time. Scanners, cameras and motion sensors are the obvious targets.

- **Infra-red Vision:** This speaks for itself really, doesn't it?

- **Sniper mode:** Because the environments are semi-interactive, Nova can shoot out lights from a distance, impairing the enemy's vision. In a nod to *Splinter Cell*, enemies are more likely to miss you when you stand in a darkened area. You can tell how hidden you are by looking at your threat indicator.

- **Hyper Speed:** Nova can move and react at ridiculous speeds — from a gameplay perspective everything around her will move in slow motion, in a similar way to *Viewtiful Joe*.

- **Call-Down:** As with other *Starcraft* games you can call in reinforcements if you need to. These can come in the form of aerial attacks, tanks, radiation bursts and so on.

Most of these abilities are going to drain Nova's power resources so they'll be limited in availability and should only be used under extreme circumstances. *Starcraft Ghost* is blatantly using ideas from other games but the package as a whole looks very promising. Early videos show a decent graphics engine, fluid animation and a faithful recreation of the *Starcraft* world in a third-person environment. With the game not due until Xmas at the earliest, it's looking a top prospect.

CUBE



Some of the baddies are quite impressive



Interactive environments offer lots of scope for exploration



Much like *Viewtiful Joe*, Nova's surroundings can be slowed down if she goes into Hyper Speed mode



With her skin-tight outfit, Nova is the spit of *PNO3*'s Vanessa, although most videogame ladies look the same anyway

# GCN

## GAMECUBE NEWS

### NEWS CONTENTS

AT A GLANCE

#### HELLO MOTO!

Hey, it's an affectionate term! Legendary games designer Shigeru Miyamoto chats about *Pikmin 2* and *Mario Kart*

PAGE 008-009



#### NINTENDO: THE DIFFERENCE

With games getting canned and rumours of Nintendo's imminent downfall, we set the record straight... kind of

PAGE 010-011



#### DEVELOPER DIARY

Hothead Studios reveal the progress of their new game, *Shadow of the Sun*

PAGE 012-013



#### HELP AT HAND

CUBE gets on the phone to Nintendo Australia's help line and hears what it's like to have the best job in the world.

PAGE 016



#### NAMCO TRIPLE WHAMMY

Nintendo-Namco link strengthens beyond belief.

PAGE 019



# HELLO M

## The greatest man in games gets a hero's welcome in London

**AMID SCENES MORE** commonly associated with the gushing devotion lavished on pop acts or movie stars, Shigeru Miyamoto met an adoring public in the UK at London's Virgin Megastore last month.

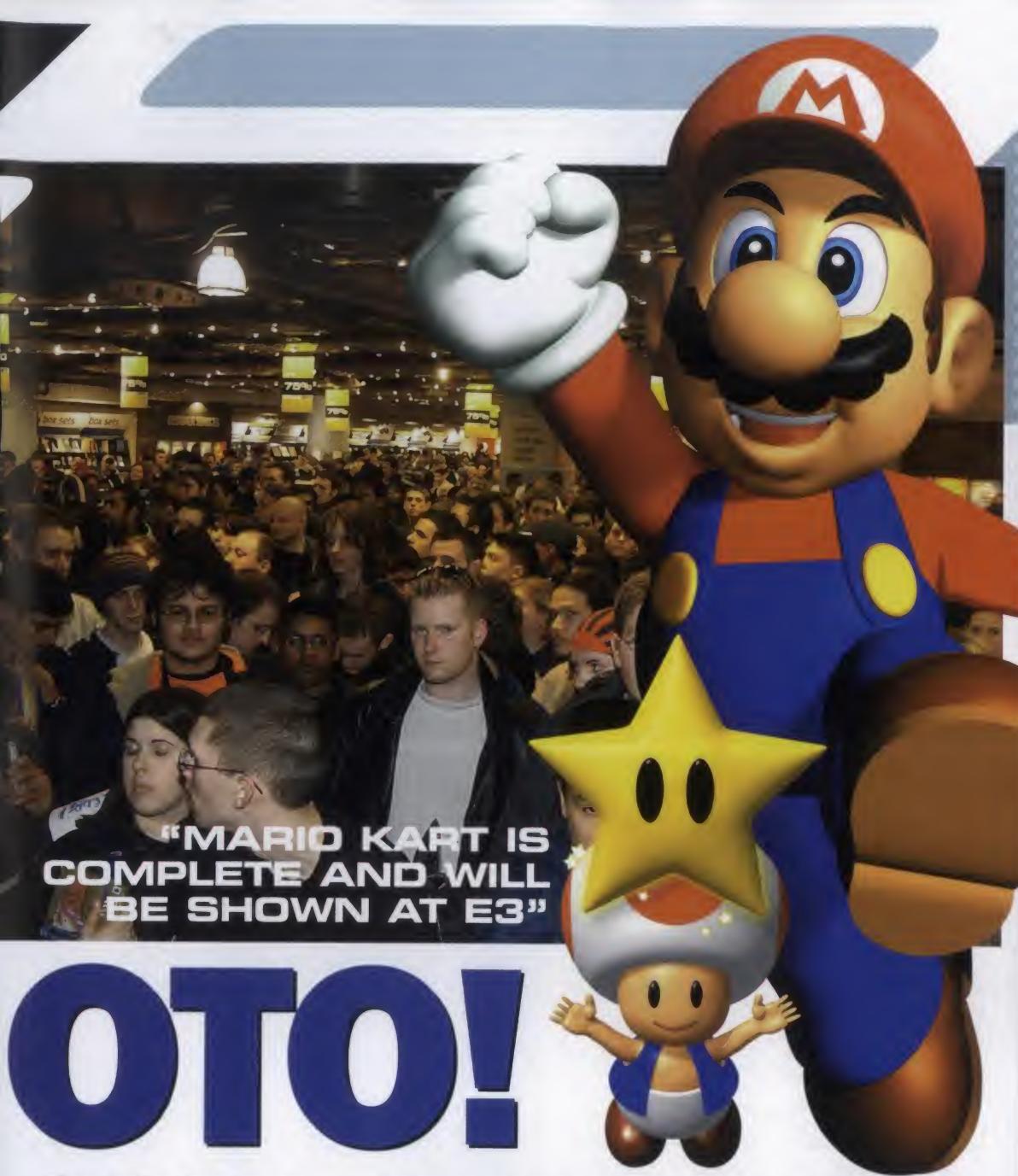
Stepping on stage and greeted by raucous cheers from the crowd, he flung his arms aloft and beamed from ear to ear. As the din of appreciation subsided, Miyamoto-san got down to the business of meeting literally hundreds of gamers and, just as importantly, signing all manner of gaming trinkets from immaculate copies of *Mario 64*, to platinum

'Cubes through to vintage NES consoles. Without exception, everyone that queued to meet him left with a look that can only be described as 'chuffed'.

A selection of the gamers we spoke to had travelled from not just the far reaches of Europe, but also the USA and Asia. In fact, over a thousand Nintendo devotees turned up to catch a glimpse of the creator of *Donkey Kong*, *Mario* and, of course, *The Legend Of Zelda: The Wind Waker*, which he was specifically there to promote. CUBE was also there on business,

although to tell the truth we were also pretty desperate to get our Platinum GBA's signed and meet the great man as well.

Although we expected little more from the notoriously secretive Nintendo than just *Wind Waker* information, the press conference (held before the public meet and greet) kicked off with some unexpected introductory footage. Before posing questions to Miyamoto and *Wind Waker*'s director, Eiji Aonuma, CUBE was shown footage of *Metroid*, *Zelda*, *Soul Calibur*, previously unseen *F-Zero* locations and, more interestingly, *Pikmin 2* and *Kirby's Air Ride*. Footage of both the latter two titles was unfinished – *Kirby's Air Ride* seemed typically cute yet promising all the same, whilst



"MARIO KART IS  
COMPLETE AND WILL  
BE SHOWN AT E3"

# OTO!

*Pikmin 2*, although seeming very similar to the original, did feature a simultaneous two-player split screen mode.

Fortunately such openness set the tone for the interview to come. Asked about whether the *Wind Waker* engine will be transferred to other games or utilised in the next *Zelda* game, Aonuma-san said he can't yet commit to a new *Zelda* title although ideas that weren't incorporated in *Wind Waker* have been integrated into other projects. On a similar note, we were told that two stages were removed from *Wind Waker* due to time constraints.

In the final *Zelda*-specific question, Miyamoto-san stated his position on the often cited 'problem' regarding the childlike visuals of his games and

their subsequent lack of mass-market appeal. His response was that such a visual style was no form of handicap and rather that if all developers copied trends then the market would shrink. Nintendo, we were told, are more concerned with implementing unique ideas than trying to match the competition.

Such questions about Nintendo's franchises, their updates and the competition formed the bulk of the remaining discussion. Asked about the popularity of *GTA* and Nintendo's response to its success, Miyamoto-san denied that Nintendo was in direct competition. Indeed this was less of a concern than the huge amount of important franchises that need updating. "Most of our team is occupied in creating sequels and

that situation is kind of troublesome," he said.

Importantly, "lack of ideas isn't a concern" and we were assured that Nintendo has the staff to implement them. In a further question about franchises, namely *Mario Kart*, Miyamoto-san noted how, with limited resources there had to be a decision to focus on *Wind Waker* instead of *Mario Kart*. While no concrete gameplay details were revealed, we were told that the game is complete and will be shown at this year's E3!

So then, only two months from now we'll see the latest *Mario Kart*, by which time we'll hopefully have secured another face-to-face with Nintendo's gaming god, Shigeru Miyamoto.

CUBE



## IN THE CUBE WITH...

### SHIGERU MIYAMOTO

POSITION: HEAD OF RESEARCH AND DEVELOPMENT  
COMPANY: NINTENDO OF JAPAN

Time being short, CUBE asked not about *The Wind Waker* but about Nintendo's future, and Miyamoto-san was surprisingly candid:

**CUBE:** In comparison to the PS2 and Xbox there is a relatively small degree of third-party support for the GameCube. There is a perception in Australia that despite the quality of games such as *The Legend Of Zelda: The Wind Waker*, Nintendo may face an uphill struggle convincing people to buy GameCubes and that this problem is due to a lack of third-party support. What are your thoughts on this?

**MIYAMOTO:** If you are just simply comparing the three different hardware systems, well in terms of functionality of course you can make similar games and that's why many people are making multi-platform games. This may be good for the choice of the audiences or game users, but when it comes to some kind of unique attraction of the hardware, I really don't think that multi-platform games are contributing a lot to take the most from each console.

Whilst it's good to have this many different titles for Nintendo's hardware platform, what is more important is that there are some titles, some gaming experiences, only the Nintendo game console can provide customers with. That is why it is very important for Nintendo to come up with the best first-party titles and also it is very important for Nintendo to try and create the unique entertainment experiences only Nintendo hardware platforms can provide.

For example, Nintendo is aggressively pursuing the connectivity idea between GC and GBA and this year we are going to introduce the GB Player so that you can play GBA games on your TV by utilising the GameCube console. And also, in the United States we have already started selling the e-Card Reader system so that from simple paper you can get some of the important gaming data onto the GameCube and GBA.

Nintendo is trying to construct these kinds of unique systems all the time, and I'm positive that more and more third-party people are interested in these kind of unique applications and opportunities that only Nintendo can create. And for those who are interested in taking advantage of this unique opportunity, Nintendo is more positively than ever trying to co-operate with them. I really don't know if I can give you any specific examples right now but we are in discussion with EA amongst others, and with Namco and SEGA we may be having even closer ties in creating some very unique gaming opportunities for the Nintendo platform.

## CUBITES

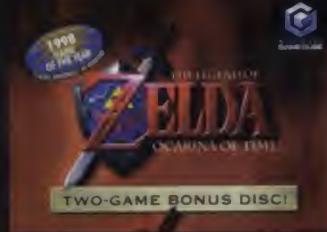
TASTY SLICES OF NINTENDO BIRTHDAY CAKE WRAPPED IN A PAPER NAPKIN

### STATESIDE ZELDA FEVER

*Even before the pre-sell programme had begun, The Legend Of Zelda: The Wind Waker notched up pre-orders of over a quarter of a million in the US. Perhaps it's something to do with the free bonus Ocarina Of Time and Master Quest disc that comes from pre-ordering. Oh, look below...*

### SECOND WIND

*Launching on 3 May, The Legend Of Zelda: The Wind Waker will, on its PAL release, contain the bonus disc featuring Ocarina Of Time and the Master Quest. No pre-ordering necessary, it just comes in the box, but only while stocks last. Australian gamers are finally getting a good deal from Nintendo.*



### BUY ONE GET ONE FREE

*Until the end of March you can buy a GameCube and get a free game from a range of four. For around \$290 you get a 'Cube and either NBA Courtside 2002, Luigi's Mansion, Pikmin or Super Smash Bros Melee.*



### CHEAP AS CHIPS

*Rounding up our quartet of good Nintendo news is the Players Choice range of cheaply priced titles. As of 4 April you can pick up Luigi's Mansion, Super Smash Bros Melee and Pikmin for a mere \$49.95. Expect more games at a similar price soon.*



## What is Nintendo playing at?

# NINTENDO: THE DIFFER

**THE GAMECUBE IS** faltering. Flagship games are being canned (*Haven*, *Colin McRae*), SEGA sports titles have been discontinued, the world's biggest publisher, Electronic Arts, has downgraded its projected GC sales figures, and third-party software sales are plummeting.

It's all too apparent that gamers aren't interested in owning Nintendo's machine as a platform on which to play third-party ports of existing games. Well, why would they? Nintendo consoles and games are about innovation and fun, they're not about milking a franchise, giving buyers ported versions of this year's update safe in the knowledge that in the next fiscal year the next version will still be a 'must have' thanks to casual gamers and clever marketing. Or are they?

Nintendo gains more financially from its franchises – *Mario*, *Zelda*, *Pokémon* and so on – than any other videogame company in existence. Why then isn't it accused of cynically exploiting its intellectual property? Probably, and forgive us but we're just guessing here, it's because the games crafted from these original creations just happen to be invariably wonderful. And they're exclusive to the GameCube.

Whilst other consoles may carry exclusive titles months before GameCube, when such titles are finally launched for the 'Cube they often carry little new content, hence the relatively poor sales figures.

As the N64 proved, a console with a lack of third-party support is doomed to be perceived as a failure, even if from a business perspective it isn't. For Nintendo it wasn't – it made a stack of cash from the N64. Yet if Nintendo is serious about not being dwarfed into insignificance in the console race, it needs third-party support, but it needs to be the right kind of support.

Microsoft understands this sentiment – that's why it bought Rare. Investing in an established and well-respected developer gives it an Xbox-only developer with the potential to deliver games that sell systems. Of course, such a practice is far from lost on Nintendo Japan's President, Satoru Iwata. From buying out Retro to funding Silicon Knights, Genius Sorority, Camelot, Zoonami and the Square/Enix affiliated Game Developers Studio, it's obvious that the Japanese giant is spending its money wisely. Thing is, these are first or second-party developers, but what of the third-parties? What incentive is there for publishers to pay for novel games designed around and launching first on the GameCube?

The cost of the proprietary discs used by the GameCube is hardly an encouragement. Financially and time-wise, such production costs are considerably greater than developing for PlayStation or Xbox. This, of course, is an issue linked to the decision to combat piracy by using bespoke and accordingly expensive discs. To make such costs

more palatable and encourage more third-party development, Nintendo needs to sell more GameCubes. Nintendo knows this, of course.

The Players Choice range of games and the choice of free games accompanying new 'Cubes (see Cubites, left), the online roll-out, the advertising surrounding the launch of *Metroid* – all these factors show a Nintendo committed to increasing the number of GC owners. While there's undoubtedly uncertainty as to future sales of GameCube hardware, one thing seems increasingly obvious. If third-party publishers don't start commissioning games other than hackneyed, licensed software that can barely even hold a candle to Nintendo's own efforts, then frankly they don't have a future with the GameCube.

Hopefully this is as much of an incentive as they'll need...

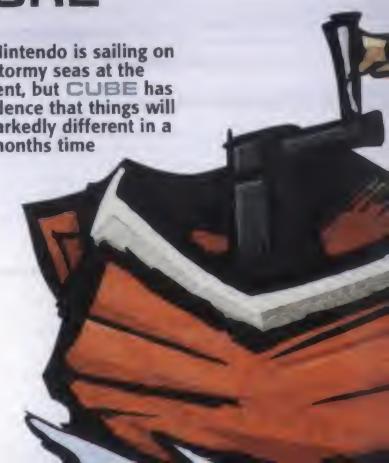
CUBE

**"AS THE N64 PROVED, A CONSOLE WITH A LACK OF THIRD-PARTY SUPPORT IS SEEN AS A FAILURE"**



PRODUCTION STUDIO 4 Genius Sorority

Nintendo is sailing on stormy seas at the moment, but CUBE has confidence that things will be markedly different in a few months time





Does it really matter that the average games are getting canned?



## EASTERN PROMISE

### INNOVATE OR IMITATE?

"Software is a very fluid business. You have to be flexible, changing your colours like a chameleon to survive." So said Hiroshi Yamauchi, former President of Nintendo Japan.

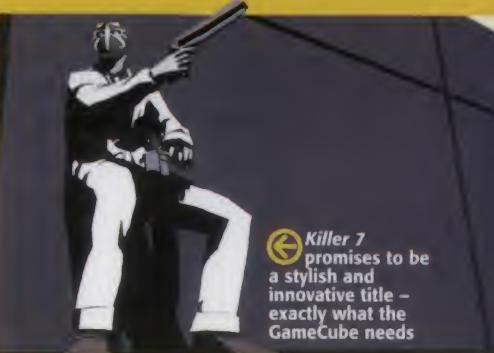
In order to survive, videogame publishers face a quandary over two distinct choices. Either commission developers to produce software tied to recognisable and potentially lucrative licences like, for instance, the recent *Men In Black*, *Spider-Man*, *Lord Of The Rings* and *Harry Potter* outings. Or stump up the development costs for a studio to create novel and innovative games in the hope they'll create the 'next big thing'.

In the first case scenario, publishers take what is perceived to be a lesser risk. The alternative – taking a gamble as Capcom

has with Production Studio 4 – is as yet pretty much unheard of in the West (*Lionhead* and *Unity* aside) but may become standard practice.

As a Japanese developer at a time when the country is in recession, Nintendo's decision to make original games is perhaps taking a foolishly large financial risk.

In our opinion though, such actions illustrate foresight into how the software industry needs to evolve. But whereas Production Studio 4 itself talks of a crisis in the "industry's continuing regression," noting that such a dire situation is "solely the fault and responsibility of we creators," we feel this isn't entirely correct. Franchises simply aren't selling on the 'Cube and publishers need to take more chances. Without this, their conservatism and narrow-minded obedience to market forces may ultimately cost them their existence.



Killer 7 promises to be a stylish and innovative title – exactly what the GameCube needs

## CUBITES

TASTY SLICES OF NINTENDO BIRTHDAY CAKE WRAPPED IN A PAPER NAPKIN



### WALK LIKE AN EGYPTIAN

Eurocom, the developer behind Harry Potter and Nighthive is developing a totally original adventure by the name of Sphinx. THQ will publish the title based around the mythology of ancient Egypt.

### SP FANTASIES

The initial Japanese shipments of the GBA SP were snapped up in record time. The limited edition Final Fantasy Tactics package was the most popular choice, with the game selling on a 1:1 basis with the hardware overall.



### TUNNEL VISION

ND Cube, the developer behind F-Zero: High Velocity has unveiled its new GameCube racer. Entitled Tubersiders, the game looks and plays like a poor man's F-Zero. It's due out next month in the US.



### SAMUS SCORES

Samus fared well in the Japanese press this month with Famitsu and Famitsu Cube awarding it 33/40 and 37/40 respectively. Considering that this genre isn't too popular in Japan, this is an amazing response.

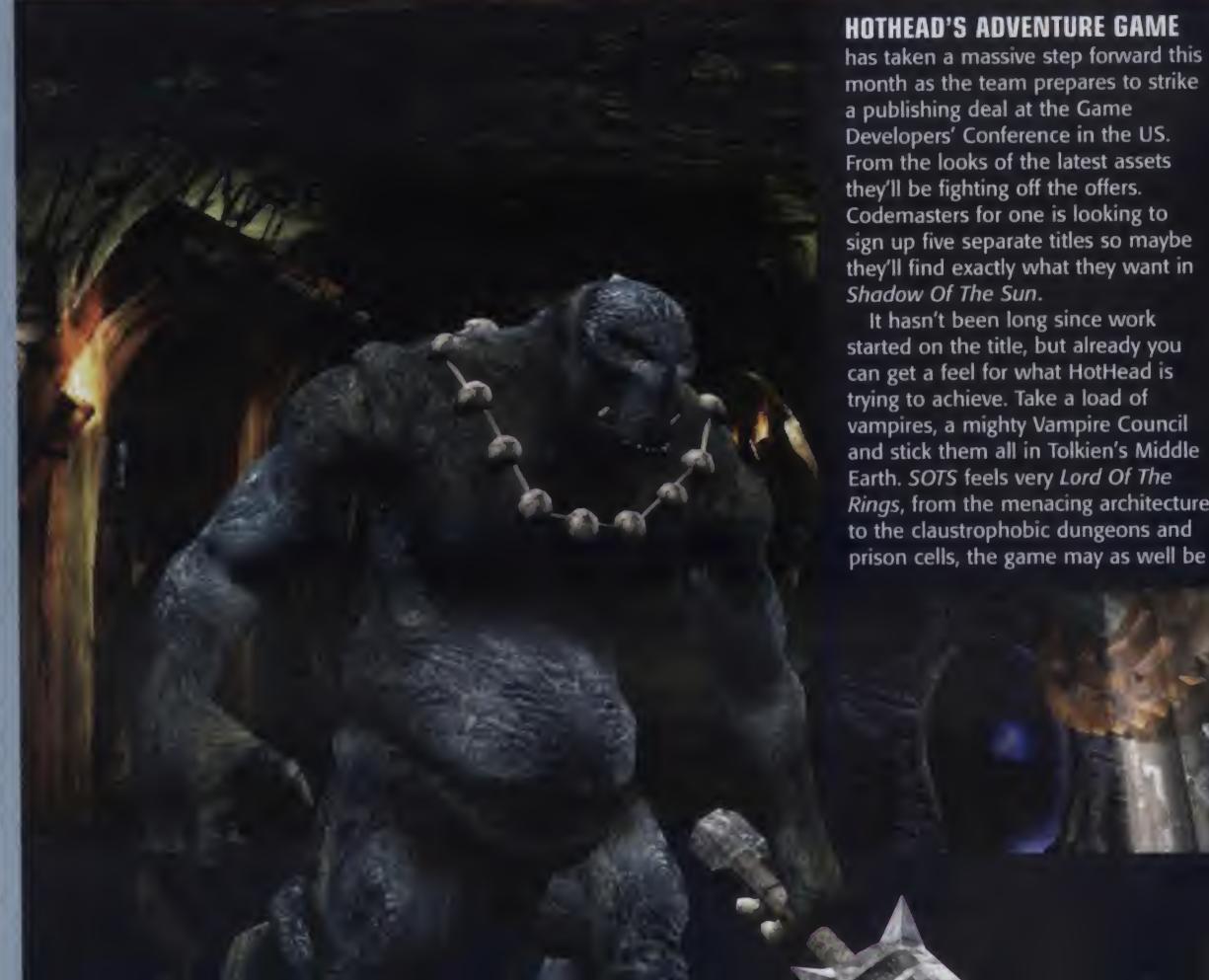


## Bloodlust and mind control



[www.hot-head-studios.com](http://www.hot-head-studios.com)

# DEVELOPER



### HOTHEAD'S ADVENTURE GAME

has taken a massive step forward this month as the team prepares to strike a publishing deal at the Game Developers' Conference in the US. From the looks of the latest assets they'll be fighting off the offers. Codemasters for one is looking to sign up five separate titles so maybe they'll find exactly what they want in *Shadow Of The Sun*.

It hasn't been long since work started on the title, but already you can get a feel for what HotHead is trying to achieve. Take a load of vampires, a mighty Vampire Council and stick them all in Tolkien's Middle Earth. *SOTS* feels very *Lord Of The Rings*, from the menacing architecture to the claustrophobic dungeons and prison cells, the game may as well be





The scenery wouldn't look out of place in a *Lord Of The Rings* movie



Prison guards are weak-minded and controlled by the Vampire Lord

# DIARY...

set in the heart of Mordor. We can only imagine what the results would have been like if HotHead had been let loose with the official *Lord Of The Rings* licence. Oh well, with their imaginations running free maybe the finished game will be even better.

As the intro kicks in, a romantic yet tragic story unfolds (tchoh, it's always the same with vampires). A once powerful vampire, incarcerated for hundreds of years by the Vampire Council, is spurred into action by the most unlikely of events. Drifting in and out of consciousness, the fading vampire has a vision of a beautiful woman begging for his help.

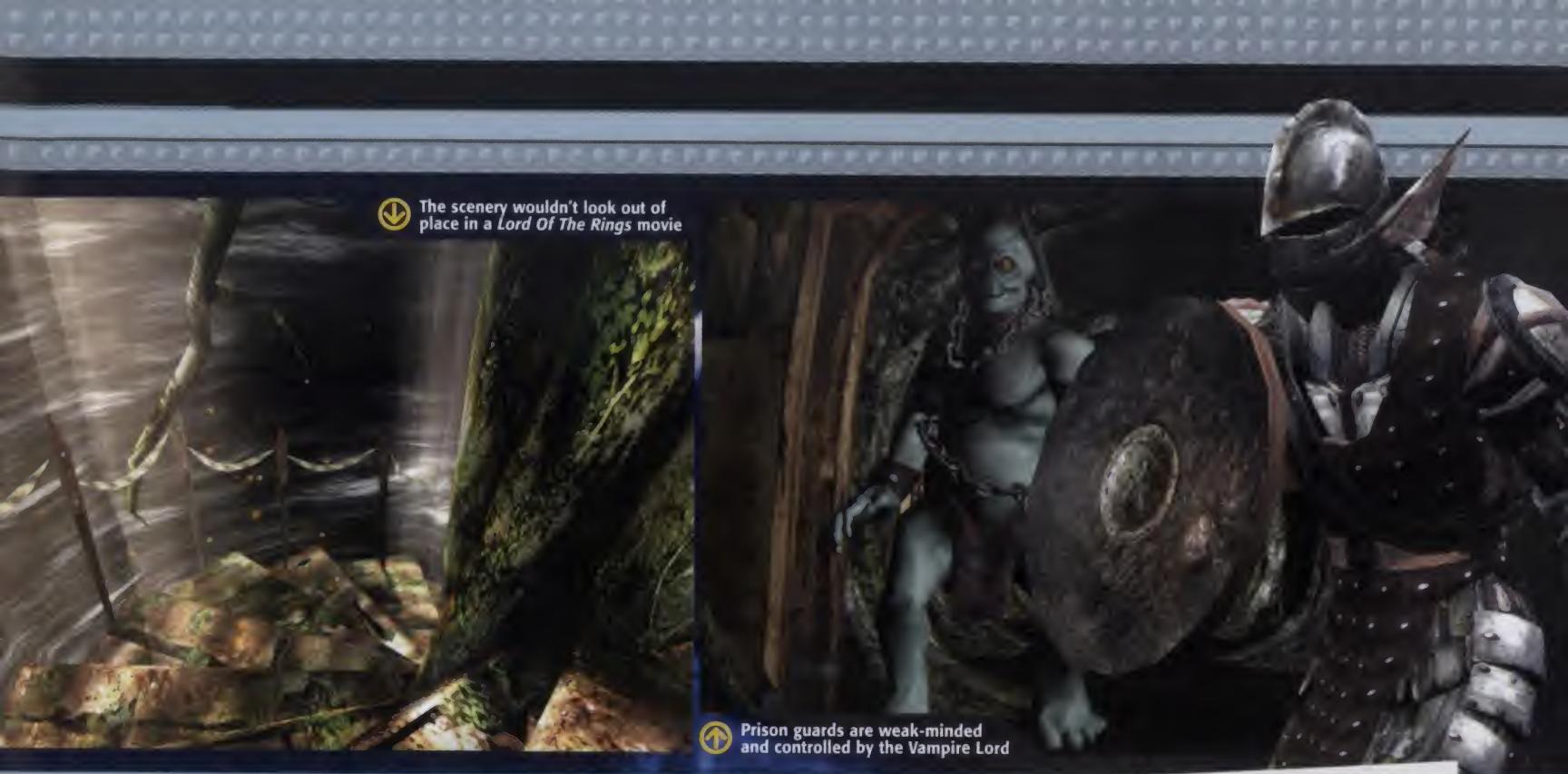
Filled with a new lease of life he must escape his prison cell (shown in some of the screenshots) and find her. The game itself will involve first-

person shooting, special vampire abilities, puzzle solving and a deep storyline.

Last month we brought you exclusive pictures of some of the enemies and this month we can show you the final renders for two of the enemies. The Guards are weak-minded creatures controlled by the Vampire Lord and used to do his dirty work during the hours of daylight. The War Beasts are a little like the hybrid Uruk-Hai from *The Two Towers*. Made from the bodies of underlings and guards, these guys can be the size of buildings.

*Shadow Of The Sun* is developing into an extremely exciting title and we'll continue to bring you more new information every month.

**CUBE**



## HotHead Studios

Dear CUBE,

This month we've been working really hard on putting the final touches to our Game Developers' Conference build of *Shadow Of The Sun*. Richard (HotHead's CEO) is flying out to San Jose to the Game Developers' Conference where we have numerous meetings with publishers.

*Shadow Of The Sun* is looking absolutely fantastic, and every day we are getting loads of enquiries and very positive feedback from people interested in the title.

I said in last month's diary that I'd give you an insight into the story behind *Shadow Of The Sun* and who the player will control, so without further delay, here goes.

*Shadow Of The Sun* is an extremely cinematic story-based, first-person adventure title set in an alternate universe where vampires rule. The main character was once a powerful Vampire Lord who was overthrown and imprisoned by the devious Vampire Council. After hundreds of years of torture and imprisonment he is visited by a vision of a beautiful woman pleading for his help.

Compelled to find and help her he is filled with a new sense of purpose and, thirsty for revenge, he escapes from his cell and sets out to find the source of his vision.

That's all I can tell you right now, but I've included some great new characters for you to check out. I hope you like them.

Cheers,

Tony :)

Executive Producer, HotHead Studios



WHATEVER  
HAPPENED TO...CUBE LOOKS AT MYSTERIOUS,  
'CUBE-RELATED DISAPPEARANCES'COLIN MCRAE  
RALLY 3

Why even bother to announce a game when you're not going to make it? A publicity stunt maybe? Trying desperately to attract more attention for a game that just isn't getting noticed? We won't admit to having the answer, but what we do know is that work on the GameCube version of *CMR3* never even started in spite of the five-game announcement from Codemasters.

Despite no official word from Codemasters it seems that we will never see the game, the main reason being the fact that the other versions simply didn't sell in significant quantities. It's very strange though that Nintendo never once placed any of the Codies games on its release lists...



## HELP AT HAND

## Cube calls the Nintendo Australia help line.

**CUBE:** You may think it is a dream job to work at Nintendo playing games for a living and manning the Nintendo help line and you'd probably be right, but only our man Kazza B (or Kalum Buckland to his more sedate friends) can really tell you in minute detail what it is really like. With this in mind Steve Polak decided to get the skinny from the horses mouth, so to speak...

**CUBE:** What are the most popular games when it comes to enquiries from callers?

**KAZZA B:** Zelda, any Zelda, everyone loves Zelda. Star Fox is a big favourite for callers at the moment, filling the void until *The Legend of Zelda: The Wind Waker* comes out. Also Resident Evil and Eternal Darkness are really popular and that cheeky Conkers from *Bad Fur Day* was huge when the game released. I reckon people really like the in depth action/adventure games above any other style, probably because the offer so much more than most other games.

**CUBE:** What is the most popular problem you have to help people with time and time again?

**KB:** This is always dependent on the hottest titles at the time. For example, in *Resident Evil* most callers wanted to know where to find the first key. That wasn't very hard, but for *Zelda Ocarina of Time* everyone got stuck in the Water Temple a problem which was much more challenging. Finally in *Perfect Dark* most players needed

help to beat the Skedar Leader at the end and in *Tony Hawk's Pro Skater*, it's all about the cheats. So games come and go depending on what is popular at the time.

**CUBE:** What is the most difficult problem you have to help solve for people and why?

**KB:** I always find *Shadowman* or *Turok 2* questions cause the most regular furrowing of the brow. These games are huge, with long drawn out levels and no distinctive landmarks or points of interest. To have a caller ask how to get to the ledge in the room with the rock and some water is an absolute NIGHTMARE! But we are

hours, get 50 Pikachu to level 99, delete you save file and start again, defeat all 8 gym leaders by only using the tackle move, walk around in circles for 2 hours, turn the Game Boy upside down, pull the cartridge out while it is saving and start a new game over my brothers file I will receive unlimited Rare Candies and a Pika God called Ha-Ha. I might be exaggerating there, but not by much!

**CUBE:** What was the longest call you have had? What was it about?

**KB:** It was 40 minutes long! The caller was asking about nearly every game in his NES collection and then began telling me

"WE ALL AGREE THAT THE DEVELOPERS OF SOME GAMES ARE ALL GOING TO HELL!"

professionals and have learned to handle it (well after a few tantrums). We all agree that the developers of these games are all going to hell!

**CUBE:** What is the silliest call you have had?

**KB:** All the Internet cheats that people believe are ludicrous. For years we have been asked questions like, "How do I unlock the naked Cindy Crawford in *Goldeneye 007*" or, "I have seen pictures of a flying car in *Zelda*". We even get stuff like, "In *Pokemon* I heard that if you play for 300

about a family of magpies that live on his porch. He told me about his ute that got bogged and his mail order bride that did not appreciate him. He then went to answer the door and never came back. When he called back the next day he apologized, he had forgotten he was on the phone and went to the pub with his mates.

**CUBE:** What is the funniest call you have had?

**KB:** Well apart from the above call, which was a ripper, we had a middle-aged man on the verge of insanity. He was playing

## NAMCO TRIP



## Nintendo-Namco link strengthens beyond belief

AS IF LAST MONTH'S news that Link would be a playable character in the GC version of *Soul Calibur II* wasn't enough, Namco has now confirmed a further two bonus characters. As we hinted in last month's Up Front, Link's arch nemesis Gannondorf will indeed make an appearance to battle Link for the all-powerful Soul Edge. The Prince of Darkness will be Link's final adversary and, if beaten, will become available as a secret character. In true Namco style,



Goldeneye 007, and was rambling on about soldiers not always dying when shot in the head, sometimes shooting through doors at him, and so forth. The game was obviously causing him incredible frustration. He then went on to say that when he was in Nam if he shot someone in the head, they stayed dead, and that this game was unrealistic as there is no way a Nam veteran should die hundreds of times. He explained that to calm himself down he has to run out of his caravan and blast road signs and rabbits with his shotgun.

**CUBE:** Any other memorable calls?

**KB:** One lady calling up almost had me in hysterics. She was obviously suffering from anxiety and was barely lucid. She explained her problems as though they were happening to her, not as problems in a game. It took about five minutes for her to ask about the problem which she needed solving and about three minutes before I even knew which game she was playing. The call went like this:

"I am walking around, and the music went Bah Bah, and I went AHHHHH, and then the door slammed behind me. I felt

cold and alone, the screen went dark, and could hear a scratching all around me. I went like, AARRGGHH, and hid in the corner. When I looked up this huge bloody great big thing jumped down in front of me and went CGGRRRAARGHH, and I was like AAAAAAAAAAA. I had to leave the room and calm down for 10 minutes before I could even phone you. What do I do?" (For those who are interested she was up to the first boss in the Legend of Zelda: Ocarina of Time)

**CUBE:** If you weren't doing this for a crust what would you do?

**KB:** Anything to do with games. My ultimate goal is to work in a creative team to develop games the likes of which the world has never seen. I am all about the experience, and my games would blow players away.

**CUBE:** How good are you at gaming?

**KB:** Very good. If a game is good enough to get me interested I will do just about everything in it. I cannot stand playing sub-par games however and will not waste my time with them. It's a good thing I work for Nintendo then.



**CUBE:** What type of callers do you get?

**KB:** They are a great bunch. Kids, adults, grandparents, mums that play games secretly when their kids go to school, hardcore gamers, first time players, just about every different kind of caller you could imagine. You would be surprised just who out there is playing games. There are a lot of closet gamers that do not share their secret passion with anyone, except us Games Gurus that is.

**CUBE:** Do you know everything?

**KB:** Anything that is worth remembering, I know it. From the top of my head I can answer any questions I get on games like Zelda, Super Mario, Banjo, 007, Perfect Dark, Metroid, Resident Evil, Star Fox, Conker, classic NES and SNES games. I can even tell if someone is playing Turok 2 before they tell me just by hearing how depressed they sound.

**CUBE:** Do you just play games for a living?

**KB:** No, not at all, that is a common misconception. While playing games is a very important part of the job, we do a lot more than just that. We help players all across Australia with their gaming troubles, we evaluate and test games. We also write website reviews of the games, we demonstrate games to the media, we sometimes record game footage for ads, we play games with kids at Nintendo parties... OK, we do just play games for a living, but hey, someone's gotta do it.

**CUBE:** Do you get sick of games at home if you play them all day at work?

**KB:** Never!! I actually get sick of playing games at work (as I am sure everyone does) and want to play them when I get home. When you play a game at work it is very methodical, you do not engage yourself in the experience, you just go through the motions so to speak. At home you get to kick back, pump up the volume and really enjoy the game for all it is worth.

**CUBE:** What kinds of things do you find in games that average players wouldn't?

**KB:** What I notice in games is how the programmers have created the experience, how through very clever programming they make the game play the player as much as they play the game. How some games can gauge your skill level, and absolutely kick your ass if you play like an expert. I notice all the little tricks and measures the programmers take to engage the player, to make them think, to lead them in the right direction, to make them feel safe and then scare the wits out of them. Ever noticed how a section in a game feels impossible, but after 20 tries is gets easy, that's programming. Ever noticed that when you are playing like an absolute god, the computer cheats and does something totally unexpected that it has never done before (Goldeneye 007 is the king of this). That is also programming.

I love what I do, but I have to get going now. You know who is ringing!

**CUBE**

# LE WHAMMY!

Nintendo's fighting style will not be totally unique and will be based on fellow SCII big-hitter Astaroth. But hang on – that's only one new character. What about the second? Tekken fans will know that Namco likes to include comedy bonus characters such as Gon the T-Rex and, due to the company's close ties with Nintendo, none other than *Wind Waker* Link will become the third GameCube-exclusive fighter! Arriving in full toon-shaded glory, little Link does look strange in his surroundings but he's a welcome addition nonetheless. Imagine *Wind Waker* Link versus adult Link...!

Using an adapted *Soul Calibur II* engine, the game will incorporate ten fighters from *Super Smash Bros* and ten Namco characters. This news confirms last year's reports that Namco was very interested in creating



Gannondorf as a playable character? We told you so...

its own version of Nintendo's hit fighter, but no-one was expecting this. No screenshots are available as yet, but the game will be shown in an early form at the Tokyo Game Show in March.\*

**CUBE**

## LAST MINUTE F-ZERO UPDATE

**WE'VE COVERED F-ZERO GC** in more detail on pages 24-25, but some details regarding the TRIFORCE version of the game have just come in hot from the AOU show in Japan. The arcade version has a dedicated cabinet (see right), which features a rotating seat, accelerate and brake pedals, left and right air-brakes, four camera viewpoints and a boost button. The cabinet also has two slots on the left-hand side: one for a Pilot's Licence Card and one for a GameCube Memory Card. Every player gets a Pilot's Licence which records your times and statistics. The specifics of the Memory Card slot are still unknown. We know the two versions of the game will be compatible but SEGA isn't saying any more.



# BACK FROM THE FUTURE



What does the future of gaming hold? We've seen it and we know. Read on, if you dare...

**S**ome odd things happen in the world of **CUBE**. One of the oddest occurred this month when a small rift in space-time opened up under one of the desks and a copy of **CUBE** issue 71 (June 2007) plopped through it. Obviously, we can't reveal everything that's featured since, as *Back To The Future II* makes clear, knowing too much about the future can have calamitous consequences. However, we couldn't resist reprinting this... a GameCube retrospective as the world of 2007 awaits the imminent launch of the Nintendo GameRhombus. Just keep it under your hats, okay?

"It's a sad time for any console, but with the release of *Mario Party 9* this month the GameCube is finally making the transition from next-gen hardware to retro console. Meanwhile, the GameRhombus is released in Japan in a few months and the whole shebang starts again. This generation hasn't been plain sailing for Nintendo but everything turned out well with a comfortable second place in the console arms race and loads of great games. So come with us now as we take in part two of our GameCube retrospective covering Christmas 2003 to today."

#### CHRISTMAS 2003: NINTENDO GO ONLINE

After the early present that was SEGA's *F-Zero*, hopes were high for Christmas '03, especially after 2002's rather mixed efforts in Europe. Nintendo weren't going to make the same mistake five times in a row though and managed to release *1080° Avalanche*, *Pichu Bros*, *Party Panic*, *Pikmin 2* and, of course, *Mario Kart Online*. Despite only minimal technical support from Nintendo, and the usual crap advertising campaign, *Mario Kart Online* turned out to be the best thing ever. Even today there's little to beat the pure joy of a twelve-player race across Cheese Gorge with the smell of freshly hurled Koopa shells in your nostrils.

It wasn't just Nintendo that had a good Christmas though, for although only two of the Capcom Five were released from custody in 2003, both *PNO3* and *Viewtiful Joe* managed to light up the cash tills with their super swanky visuals and old-school gameplay.

#### 2004: THE YEAR OF TRIUMPH

With peace breaking out all around the world and people storming onto the streets committing random acts of kindness, Nintendo managed to cash in on the zeitgeist with the release of *Super Mario 128*. The game was set back in Mushroom Kingdom with the *Mario Sunshine* camera replaced with the old "why did they change it in the first place" Lakitu-cam from *Super Mario 64*. There was even the return of old favourites like the Fire Flower, Tanooki Suit and giant hammers. Expanding on the void levels from *Super Mario Sunshine* and ditching FLUDD, this new game was rightly regarded as the zenith of the platforming genre and led to the shock announcement from Nintendo that this would be the last *Super Mario* game ever.

After the transcendent perfection of *Super Mario 128* though, Nintendo's other big spring release was a bit of a disappointment. The much anticipated *Pokémon* game for the GameCube turned out to be nothing more than *Pokémon Stadium 3* which, even if it did cost less than a GBA game and work online, was still far from the RPG spectacle we'd hoped for.

The Yanks got *Metroid Prime 2: Prime Harder* for Easter but we could console ourselves only with the promise of an Autumn release and the fact that American chocolate is rubbish compared to ours. When it did arrive it was a qualified triumph. The way the Screw Attack and Wall Jump worked were great, with special mention going to the new Magnetic Boots which allowed you to walk on walls and ceilings like a kind of heavily armed Spider-Man. The appearance of Kraid as officially the largest end-of-level boss ever put a final stop to anyone moaning that half the levels were, thanks to the vastly shorter development time, only slightly tweaked from the original.

There was no nit-picking about Namco's *StarFox Armada* though – full-on shoot 'em-up action in the style of the first two games. A four-player online mode caused some controversy when the proposed link-up to arcade versions of the game failed to function with any sort of regularity, but among console players it worked a treat. Indeed, for a short time it proved even more popular than *Mario*



Mario's foray into boxing was unexpected



*Kart*, until Nintendo clamped down on an unofficial patch that stopped the fourth player from having to be Slippy.

Released at the same time was *Golden Sun Cubed* from Camelot, which linked up with the first two GBA titles and provided fans with what was essentially their first proper RPG since the console's launch. Proving that Tolkien-esque fantasy worlds are like buses, Square managed to release *Final Fantasy: Crystal Chronicles* in the same month.

However, the cool GBA controller-enhanced four-player mode and lack of turn-based battles made it an easy winner with customers and critics alike.

Once again, Australia got stiffed by Nintendo over Christmas, but with almost two decades of the same sort of carry-on behind them, nobody was particularly surprised when Nintendo's first MMORPG – *Fire Emblem Online* – wasn't released in time for Euro reindeer delivery.

We did get *Marionette* though, which came free with Nintendo's new ultra-broadband adapter, and was basically an MMORPG without the RPG. Nintendo fans from around the world were able to wander around a virtual Mushroom Kingdom chatting, swapping emails, images and songs (created in integrated versions of *Mario Paint* and *Mario Music*) and generally doing their thing for peace in the global village.

Even though Nintendo's online output at this time was far less numerous than that of its console rivals, at Christmas it finally managed to release the cash cow everyone had been expecting for years: *Pokémon Online*. For once managing a simultaneous worldwide release, *Pokémon Online* quickly outstripped *Fire Emblem Online* and every other online title on any machine ever as the most popular online title in the world. Finally the GameCube got a proper *Pokémon* RPG, not just the *Pokémon Stadium*-style battles, and the world loved it.

It wasn't an entirely online Christmas though. Capcom's

*Killer 7* was released and, as expected, it looked amazing, featuring old-school shoot 'em-up gameplay, and sold about three copies. SEGA's *Virtua Fighter Quest* fared only a little better because, although it wasn't half as long-winded or dull as *Shenmue*, being only half as boring as the most boring thing ever still proved too much of a virtual anaesthetic for most punters.

### 2005: THE YEAR OF SHAME

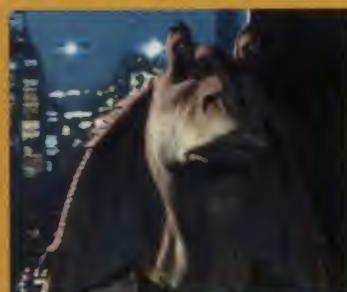
After more than a year of love and peace, the year 2005 cast a shadow across the world that even now is almost too painful to talk of. Things started well enough for Nintendo with the release of *Pokémon Snap 2* – a free-roaming version of the N64 semi-classic that featured some of the most lush and realistic looking landscapes ever seen in a video game.

It got even better when Capcom released their final GameCube-exclusive title in the form of the superlative *Resident Evil 4*. It featured unbelievably detailed, fully 3D backdrops, a completely new cast of new enemies and, most welcome of all, a proper control system that didn't seem to be emulating the movements of a clinically obese man after a heavy night out.

It was shortly after *Resident Evil 4*'s April release that the first and, to some minds, the greatest tragedy occurred – the release of *Star Wars: Episode III – Revenge of the Sith*. The wave of *Star Wars* fundamentalism that followed Lucas's enforced exile some weeks later (see boxout) did, however, ensure that *Rogue Squadron 3* was an enormous success. *Super Smash Bros: Brawl* fared similarly well and after the successful releases of *Eternal Darkness II: Sanity's Holiday* it looked like Nintendo could do no wrong. Their two biggest titles for Christmas were *Advance Wars Online* and, tragically, *Donkey Kong 2005*. The former was a highly addictive 3D version of the GBA classic but the latter

## THE RISE AND FALL OF GEORGE LUCAS

Bearded hat-wearer Lucas was forced into exile. Hurrah!



After the disastrous box office failure of *Episode III*, George Lucas's spiral into self-righteousness only worsened. In a new attempt to pretend the original trilogy had actually been rubbish all along he released new extra special editions with CGI worsened effects and the inclusion of Jar Jar Binks's spoon-playing children into every second scene. He also attempted to invade Canada with an army of clockwork Ewoks. Thousands of angry fans stormed his California home but Lucas managed to escape a lynching in a working replica of the Millennium Falcon and now lives on the moon where he's thought to be working on *Howard The Duck 2*.

## GULF WAR II: NINTENDO SAVES THE WORLD!

THE POWER OF POKÉMON CAUSES AN OUTBREAK OF PEACE



Pichu saves the world!

At the beginning of 2003 things were looking rather grim and most people were about to break out the *Mad Max* gear in anticipation of World War III. But fed up of boring White House meetings, George Bush took to playing *Pokémon Sapphire* under his desk and, so enchanted did he become with the game, his simple heart was filled with only love and respect for his fellow man. When Saddam Hussein offered to trade him a level 100 Groudon in a peace meeting an entire new chapter in world peace was secured. Following this major breakthrough, the Security Council was disbanded and replaced with The International League Of Trainers – an organisation devoted to ensuring peace through *Pokémon*. Subsequent international disputes were caused by nothing more serious than minor misunderstandings of the rules.



Self-aware Pikmin became increasingly popular... and lethal

## "LEGEND OF ZELDA ONLINE BECAME THE BIGGEST SELLING VIDEOGAME EVER"

was, as if anyone could forget, released on the exact same day as giant space monkeys from Mars attempted to invade our planet and steal our women.

The poor timing of the release meant that Shigeru Miyamoto and the rest of the Nintendo high command were immediately arrested as traitors to mankind and only saved from execution when they suggested that it had all been a horrible coincidence and that throwing giant hammers at the invading hordes might yet win the day. Even so the Donkey Kong character became the embodiment of evil for societies all around the world and the humble barrel had to be redesigned in a pyramid shape to appease bereaved families and alcoholics so emotionally disturbed by the events that they'd taken to drinking alchopops.

### 2006: THE YEAR OF ABSOLUTION

True to form, Nintendo managed to bounce back from the tragic events of 2005 and started the year with the magnificent *Pikmin Online*. Although there were initial problems with finding enough people who actually wanted to be one of a faceless horde of Pikmin sacrificing their lives for the glory of a single person, a celebrity endorsement from the cryogenically frozen head of Lenin proved a sterling success.

Despite now being well underway with their

GameRhombus launch titles, Nintendo still managed to release *Extreme Punch Out* and *Excitebike: Brown Storm*, which coincided with the unexpected appearance of Capcom's *Resident Evil 5*. With the controls fixed in the last game, the only remaining complaint levelled against the series was rectified with an amazing new inventory item – a roll of plastic carrier bags. Obviously wise to Umbrella's game, Jill Valentine and friends entered battle with enough bags to hold anything they might find on their adventure and eliminated the need for leaving stuff on the floor or in magical chests. For Christmas Nintendo relied on only two titles – *Pilotwings 3*, which simulated the aerodynamic abilities of a fat, jetpack-wearing Italian to such an incredible level of detail it was used by the US Army to train their new crack anti-space monkey units, and the biggest release of the year, and perhaps Nintendo's whole history, *The Legend Of Zelda Online*. Sporting a gameworld so massive it took over a month to walk from end to end, and new puzzles and items updated on a weekly basis, it quickly became the best-selling videogame ever made. Indeed it was so popular it managed to break the Internet, causing an almost catastrophic surge in the number of people going outside and actually talking to each other.

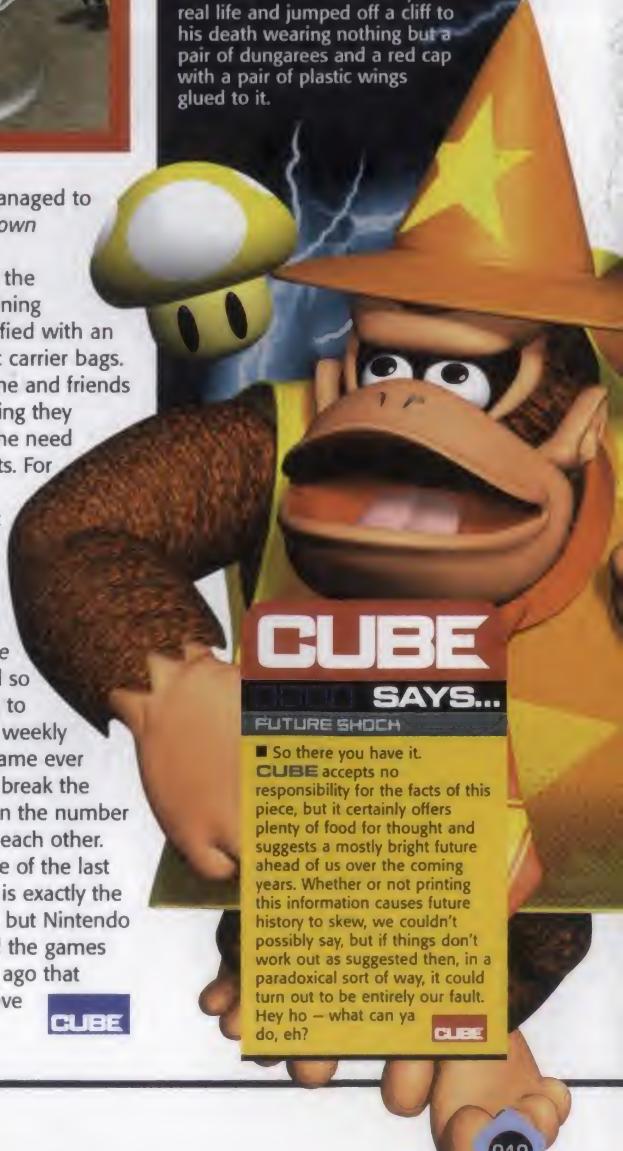
Which brings us nicely to this month's release of the last ever GameCube game – *Mario Party 9* (which is exactly the same as the last eight). It's been a bumpy ride, but Nintendo can be proud of another classic console and all the games upon it. If only we could've known a few years ago that everything would turn out so well we could have saved ourselves a lot of anguish!"

CUBE



## HARDWARE HEAVEN

Despite unpleasant memories of the 64DD, Nintendo went ahead and successfully released the GameDrive in the winter of 2005. A 100GB hard drive that fitted under the bottom of the GameCube, it was used solely to support the online market, in particular *Marionette*. Sadly for Nintendo, the *Virtua Boy Advance* was, like its predecessor, a failure and had to be withdrawn after one man confused virtual reality with real life and jumped off a cliff to his death wearing nothing but a pair of dungarees and a red cap with a pair of plastic wings glued to it.



**CUBE**  
SAYS...

FUTURE SHOCK

■ So there you have it. CUBE accepts no responsibility for the facts of this piece, but it certainly offers plenty of food for thought and suggests a mostly bright future ahead of us over the coming years. Whether or not printing this information causes future history to skew, we couldn't possibly say, but if things don't work out as suggested then, in a paradoxical sort of way, it could turn out to be entirely our fault. Hey ho – what can ya do, eh?

CUBE

FEATURE

# LOST IN



# SPACE

One of the best-loved series ever – five games that changed our world for the better! For the uninitiated, welcome to the history of Metroid

**SHE MAY HAVE** the body of a woman, but the truth is that Samus Aran is still a sprightly teenager.

Born in 1986, she was proving herself immediately after her conception in a startlingly good NES adventure that went by the name of *Metroid*. Since then, sequels have been few and far between, but well worth the agonising wait once released. So what puts the series a considerably large number of steps ahead of other action games?

To find the most obvious answer you have to take the game at face value. Unmistakable in its presentation, the deeply brooding atmosphere is not just a result of the ambient music and sound effects, but is also down to the devious design of the environments and the wonderful feeling that you really are stepping into the unknown. Not many games can achieve this – all too often you're aware that you're simply reacting to an on-screen prompt of some sort, but *Metroid* has always been different.

In each of the games you gain various abilities as you delve further in. There's the Morph Ball, which allows you to crouch into a rolling ball (you can later drop bombs while in this mode and in some games get the Spider upgrade that allows you to roll up walls), Ice, Spazer and Grappling beam upgrades for your blaster which have different effects on different enemies (and a good few side-effects if used in conjunction with other items), Hi-jump Boots, Screw Attacks, various missile upgrades and energy tank upgrades. All of these allow you to explore more and more areas, and gradually the sprawling map areas piece together. It's a bit like finishing a large jigsaw puzzle – everything fits together perfectly and makes sense in the end.

There are five *Metroid* games – one on each major Nintendo system – and they're all deserving of the highest praise. It would be possible to fill entire books with their deepest secrets and hidden techniques, but we simply don't have the space. So here for your enjoyment we have a brief overview of each one. Enjoy.

**"FEW GAMES ACHIEVE SUCH A TANGIBLE FEELING OF STEPPING INTO THE UNKNOWN"**

## Metroid Prime

**FORMAT:** GAMECUBE  
**YEAR RELEASED:** 2002

THE MOST CONTROVERSIAL of all *Metroid* games. When it was announced that not only was it being developed by a Western publisher, but that it was also going to be in the first person, the fanboys went crazy and marched to Kyoto armed with pitchforks and flaming torches. However, once released, sales of humble pie increased and the global crowd population dived alarmingly.

The game is fantastic, a true classic in every sense of the word. Atmospheric, exciting, unusual, steeped in lore – it's not something you can just dip into every now and again. The attention to detail serves to flesh out the history of both Samus and the mysterious Chozo civilization whose architectural delights and legends play a large part in uncovering the storyline. For this reason alone the game caused many long-time fans to spasm with joy (head to page 44 of this very magazine for a review and more information).

However, for all of the superlatives aimed in its direction from all corners of the press, there's still a small minority of fans who wish for a simpler perspective and miss the Screw Attack, among other things. They argue that viewing the world from Samus' helmet makes exploration difficult and that it taints the 2D history of *Metroid*. Don't listen to these fools. It was a brave move by Nintendo to turn the series upside down and it's paid off – not just for Nintendo and their large, gold-lined pockets, but for us too. And there's already a sequel on the way for next year...



For many, *Metroid Prime* is by far the greatest game in the series. Can it get any better than this?

# Metroid Fusion

**FORMAT:** GAME BOY ADVANCE  
**YEAR RELEASED:** 2002

FOR THOSE WHO were disappointed with Samus' move into 3D, this is the perfect antidote. It's classic Metroid 2D, but with a lot more bells and whistles attached to Samus' body armour. This time round the destruction of the Metroids has caused an imbalance in the food chain of SR-388. Because of this, the Metroids' choice appetizer, the X parasite, has taken a dominating role and is causing havoc with other life forms. Samus was infected at one point, but saved by the DNA of a Metroid. Now, genetically, she's part made up of the creatures she once hunted and as a result she's able to absorb the X parasites in order to gain energy and power-ups. As she fights the parasites, a strange lookalike of her former self starts to stalk her... who is this mysterious bounty hunter?

This is the darkest of all the *Metroid* games story-wise and in gameplay terms one of the most comprehensive. Samus can now grab hold of ledges and crawl about making for faster gameplay, and the new control scheme lends itself well to this. Not only this, but it takes on a mission-based structure that's very focused (for want of a better word). The adventure is not particularly large but the fact that it's possible to complete with a very low item percentage has caused many *Metroid* fans to go through the game again and again. If you own a GBA then you must have this title.



It might not have the graphics of the GC version but it's still ace



All the defining characteristics of the series are present in *Fusion*



TIMELINE

01

The Galactic Federation is created and proves a great success. However, Space Pirates also appear on the scene to rob travelling star ships.

02

Space Pirates attack a deep-space research vessel and steal an unknown life form known as a Metroid. With this biological weapon, they will be able to create havoc in the galaxy. (*Metroid Prime*)

03

Samus learns that a major research operation involving Phazon and Metroids is taking place on Talon IV. She investigates. (*Metroid Prime*)

IN ORDER OF APPEARANCE:



Samus was a bit blocky when we first met her, but still lovely



Don't laugh, young 'uns – this is how games looked in our day...

# Metroid

**FORMAT:** NES  
**YEAR RELEASED:** 1986

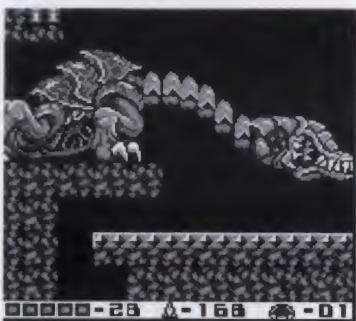
THE ONE THAT started them all. You play the bounty hunter Samus Aran, who has been set the task of making sure that the rebellious Space Pirates don't carry out their plan of using destructive life forms known as Metroids, which have only just been discovered, as their personal army in order to take out the entire Galaxy Federation (think *Star Wars Republic*). The only way to prevent this is to destroy Mother Brain, the leader of the Space Pirates, who is hidden away somewhere on the fortress planet Zebes. Go in, take out the Pirates and escape. Sounds like a typical action game? Think again.

Created by Gunpei Yokoi, *Metroid* was a hugely innovative game that took the adventure genre to whole new levels. Secret passages and exploration had all been done before, but the design of *Metroid*, with its interlocking secrets and reliance on the gamer taking notice of seemingly unattainable secret items – which were only accessible at much later dates through the collection of weapon and armour upgrades – was something entirely new. Even at the



time the visuals were nothing spectacular – the structures were basic and the colours gaudy, but the animation of Samus was smooth and stood out among other NES titles. The real stimulant was the sound though – the tunes were unsettling when they needed to be, and optimistic when your seemingly hopeless mission took a turn for the better.

Depending on how fast you went through the game, you could earn up to five different endings. The more rapidly you finished, the more revealing the attire of Samus would be during the end sequence – completing the game in under an hour would reward you with her wearing only a skimpy purple bikini! This method of rewarding fast players has been repeated in nearly all of the later games.



## Metroid II: Return of Samus

FORMAT: GAME BOY  
YEAR RELEASED: 1991

IT TOOK NINTENDO five years to come up with a sequel but eventually they delivered, and this time it was on their new handheld system. The story once again revolved around Samus, who this time had to beam down to the Metroid's home planet SR-388. A research team had been dispatched here in order to make sure that no Metroids were still present and later, after their disappearance, a group of soldiers were sent to find out what happened to them. Of course, contact was lost with them too, and so Samus once again finds herself hunting Metroids. What she doesn't know is that at the end of her adventure, she's going to have to face off against the Queen Metroid herself.

For a Game Boy title this was impressive stuff. The music was unsettling, although sometimes a little too quiet, but there were some genuinely jumpy moments, mostly involving the imaginative Metroid mutations. This title also introduced important items such as the Spazer Beam and various Ball upgrades (Spring Ball, Spider Ball) that improved Samus' flexibility enormously. The addition of save points rather than a password system not only made things more convenient for the player, but also added an element of strategy and forward thinking to the proceedings.

Although often overlooked and dismissed due to the increased linearity of the gameplay which caused distress to some fans, this was in many ways just as innovative and important to the Metroid series as the original.



Samus visits SR-388, the home planet of the Metroids. She takes all of them out bar one, which helps her escape. (*Metroid II: The Return of Samus*)



### TOP AND TAILS

If you manage to complete Metroid II in under three hours you get a shot of Samus in a thong and tanktop at the end. Game Boy titillation – hooooo-eee!



Even in black and white Metroid looks great



Tandis qu'on me transportait à la Base, les X se multipliaient...  
The decimation of the Metroids on SR-388 has upset the food chain and the X virus is taking over. During her research, Samus becomes infected by the X. (*Metroid Fusion*)



It's big, green and ugly, so you'd best get on and kill it

## SUPER METROID

FORMAT: SUPER NINTENDO  
YEAR RELEASED: 1994

IT WAS ONLY three years until the next *Metroid* game, and this time it was on Nintendo's new wonder-console, the Super NES. At the time of release, the 24-Meg cart was unfeasibly large and everybody was excited to see what could be done with the 16-bit power of the new console.

The story picks up immediately after *Metroid II*. After destroying the Metroid queen, a Metroid larva hatches and, mistaking Samus for its mother, helps her escape. Not knowing what else to do, Samus takes it to a research lab where scientists find that they can use the natural energy of the Metroids for human benefit. They come to the conclusion that Metroids had originally been manufactured for this purpose. Just as Samus is leaving, content in the knowledge that everything is at peace again, she receives a warning message – Ridley and his gang of Space Pirates have stolen the Metroid larva and fled to Zebes! Once more you have to suit up and save the Galaxy.

Typically, Nintendo came out with one of the most well thought out and superbly presented games ever. The atmosphere was deliciously cinematic and the playing area was massive, hiding hundreds of secret areas. The (perhaps unintentional) way that you could skip ahead of the scripted progression by using advanced techniques (such as the wall-jump, later seen in *Mario 64*) early on in the game was inspired.

New items such as the Grappling Hook, Running Ability and X-ray Vision meant made this was the most varied *Metroid* yet, and the vast amount of secrets gave even experienced bounty hunters a huge challenge. What nobody knew at the time though was that the next instalment wouldn't appear for another eight years! Still, we knew it would be worth hanging on for...



## 1,000 mph deathwish

### CUBE

#### INFORMATION

##### F-ZERO GC

PUBLISHER: NINTENDO

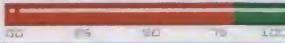
DEVELOPER: AMUSEMENT VISION

ORIGIN: JAPAN

GENRE: RACING

PLAYERS: 1-2

#### PERCENTAGE COMPLETE



#### AT-A-GLANCE

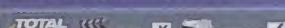
■ TWO-PLAYER SPLIT-SCREEN

■ 30 CARS ON-SCREEN

■ LETHAL RAM ATTACKS

■ CLASSIC TUNES REMIXED

■ RACE AT OVER 1,000 MPH



OCT '03

17 MAY '03

23 JUN '03



This massive half-pipe can result in some lethal, momentum-driven ram attacks



# F-ZERO GC

Strap yourselves in for the ride of your life!

**A FEW SHORT** weeks ago the World Hobby Fair 2003 was held in Tokyo. With little other gaming goodness to boast of, the event organisers must have been extremely grateful for the existence of Amusement Vision's take on Nintendo's killer-pace racer. This was the place where the world actually got to play *F-Zero GC* for the first time, and believe us it's very impressive.

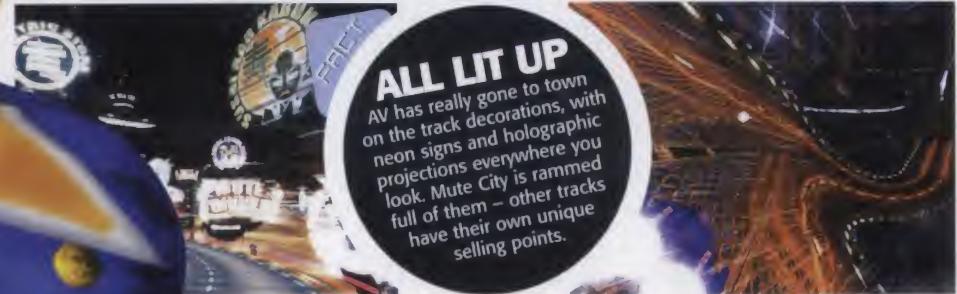
We've already gone into a lot of depth about the game in previous issues, but now we can

confirm some of the grey areas of the game. Firstly, there will be a two-player mode, but no four-player mode. If you saw the game in motion you would understand why, and it's hard to see how Amusement Vision has managed to run the game so well in split-screen. As far as we can see there is no loss of speed or detail in two-

player, however, there are no other vehicles on the course. A new addition to the series (and something we were hoping for) is the first-person viewpoint. Only a madman would drive in this mode – the speed and field of vision are ridiculous but it's nice to have the option. Saying that though, once you know the courses this could well be the only way to go for a full-whack adrenaline rush.

Grand Prix mode will let you race against 29 other vehicles (although we're sure we counted more in earlier screenshots). A Nitro Boost will become available after each lap, and as with *F-Zero X*, usage will draw directly from your energy bar.

Only three courses and four vehicles were playable at the show, but we're expecting a near-complete version to be shown at this year's Tokyo Game Show in March. **CUBE**





The full line-up of racers hasn't been revealed yet



Nitros see a storm of electricity burst from your engines



## GO! GO! GO!

### LIGHTNING STRIKES...

Boost Pads line most of the courses but because you're travelling so fast it's difficult to change direction at the last minute. Because of this the developer has placed neon boost-logos above the pads making it far easier to see them from a distance.

Driving over the pads will give you a short injection of speed, during which time your vehicle will be engulfed in a storm of electricity.



Port Town is filled with serious inclines and death-defying jumps

Mute City is brought to life by neon signs and safety barriers



## PAR DE COURSE

YOU TAKE THE LOW ROAD...

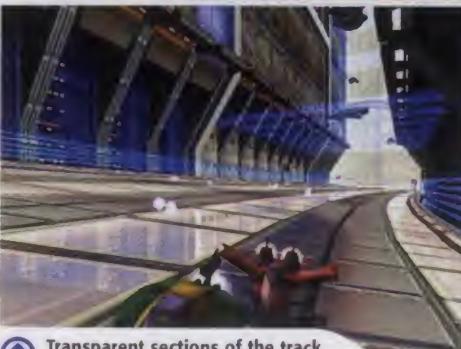
Three courses have been shown so far. These include old classics Port Town and Mute City, and a new track called Green Plant. Port Town is industrial in nature and features vomit-inducing ramps and dangerous jumps. Mute City is ablaze with neon signs, holographic projections

and pulsating safety barriers. Green Plant runs through a lush forest with transparent tubes arching all around you. The vastness of the forest is put to shame by the game's immense speed as you travel from the roots to the lofty heights within seconds.

**"THE FIRST-PERSON VIEW IS THE ONLY WAY TO GO FOR A FULL-WHACK ADRENALINE RUSH"**



Glorious weather effects accompany some tracks. How good does this look??



Transparent sections of the track allow you to see the world below

**CUBE**  
**SAYS...**

#### FIRST IMPRESSION

We never had any doubts whatsoever as to Amusement Vision's abilities but this play-test has confirmed that F-Zero GC is well on its way to being the best game in the series. With this, XGRA and TubeSliders all coming this year, it appears that we're in for one hell of a ride.

CUBE



**CUBE**

**INFORMATION**

**RED FACTION 2**

**PUBLISHER:** THQ

**DEVELOPER:** VOLITION

**ORIGIN:** US

**GENRE:** SHOOT-'EM-UP

**PLAYERS:** 1-4

**PERCENTAGE COMPLETE**



**TOTAL GAMES FREE**

**MOVIES** X **FIGURES** ✓

**AUSTRALIA** TBA **USA** Q2 '03



**Mass destruction!**



A passable impersonation of Mr Freeze if ever there was one

You'll need all the firepower you can gather to take on powerful enemies

# RED FACTION 2

Wait for a lock-on then let 'em have it



**"CREATE SHORT CUTS BY BLOWING THROUGH WALLS OR COLLAPSING STRUCTURES"**

Quite literally bringing the walls down

**IN KEEPING WITH** GameCube and Xbox tradition, yet another of last year's PS2 hits is coming our way in an upgraded form. The difference with *Red Faction 2* is that we're actually looking forward to it. Famous for its Geo-Mod engine, *RF2*'s environments are fully interactive, ie nearly everything can be blown up. This allows you to create short cuts by blowing through walls or collapsing structures. Developer Volition is going to some lengths to iron out any problems – the frame rate was a bit of an issue with the PS2 version, but the game now runs at a constant 60fps.

The main game sees you taking control of an elite soldier injected with nano-technology. For 15 years Sopot has oppressed the people of the Commonwealth and, as part of an elite squad, it's your job to take him out with whatever means at your disposal. *RF2* offers 15 weapons, boss battles and the ability to jump into a tank, hover craft or submarine. *TimeSplitters 2* had us occupied for a good few months, but *RF2* is looking like a tasty alternative thanks to its multiplayer options. There's nothing in there that *TS2* doesn't already offer, but with a fresh storyline, characters, weapons and tactics, it'll do us just fine.

**CUBE**



Nope, we don't know what they're saying either, but it's probably something nice



## CUBE

### INFORMATION

#### HARVEST MOON: A WONDERFUL LIFE

PUBLISHER: NATSUME

DEVELOPER: IN-HOUSE

ORIGIN: JAPAN

GENRE: RPG

PLAYERS: 1

#### PERCENTAGE COMPLETE



TBA   APR '03   Q2 '03

# HARVEST MOON A WONDERFUL LIFE

*Animal Farm*

Planting seeds and sowing your wild oats...

**MOST VIDEOGAMES WORK** by simulating some sort of escapism, and often the more extreme the departure from real life, the more a game sells, especially in Japan. As an example, consider *Grand Theft Auto*. Over in the East, *GTA3* and *Vice City* weren't even released because when the Japanese want a break from their hardworking lives they look to pleasures other than crime... games for instance, like *Harvest Moon* — a 30-year long virtual farming simulator!

If you're unfamiliar with the surprisingly popular charms of the *Harvest Moon* franchise then here's a beginner's guide. You play a young farmer given the reins of a farm, the tools to start planting and watering seeds and the freedom to go about life as you wish. Riveting, no? Okay, so you're not exactly breaking a sweat in anticipation at the prospect, but breaking a sweat isn't the idea behind *Harvest Moon*. Instead it's a kind



There's something deeply disturbing about that... thing



It seems these cuddly life simulators are taking over



**"PLAY THE FIELD, PLYING GIRLS WITH FLOWERS AND HOMEMADE CAKES, ALL WITH THE INTENTION OF REARING A KID"**

of videogame Valium — a break from the usual high-octane preserve of games and a trip to a more tranquil experience.

*Harvest Moon: A Wonderful Life* closely follows the style of the many previous games, retaining the naive and simplistic graphics and sound with the main enhancements reserved for the gameplay. As ever, having spent time growing and tending your plants, you can sell them and use the proceeds to buy more plants or animals such as cows and chickens. And, just as before, it's not just seeds you sow, but also your wild oats! Yep, as a true to life sim, *Harvest Moon* sees you playing the field, plying girls with flowers and homemade cakes, all with the intention of rearing a kid who'll ultimately work beside you on the farm.

Natsume has incorporated half a dozen different stories into the experience, indicating that the choices you make will affect the path of the game and what you're able to see and do later on. Mart in particular is shuddering with excitement and has started bringing various pieces of agricultural equipment to work with him. Strange boy.

CUBE

*Harvest Moon* should make up for missing out on *Animal Crossing*



## CROSS BREEDING

YOU DON'T BE FROM ROUND HERE

Whereas the GBA link-up in *Animal Crossing* allowed you to travel to an island separate from your town, *A Wonderful Life* goes one better by allowing its 'Forget-me-not Valley' to be visited from its GBA counterpart, 'Mineral Town'. Natsume tell us that this allows villagers to travel back and forth between towns and that 'exclusive events' and 'new surprises' will occur when you link up.

## The goal rush



# ISS3

**CUBE**  
INFORMATION

PUBLISHER:	KONAMI
DEVELOPER:	KONAMI OSAKA
ORIGIN:	JAPAN
GENRE:	SPORTS
PLAYERS:	1-4



The ISS brand is looking to carve its own niche

Is it going to be the football daddy or a soccer mom?

**THE WHOLE ETHOS** behind *ISS* is quite difficult to fathom. Konami has the greatest football game in the world ever in the *Pro Evolution* series, so where exactly does *ISS* fit into the picture? As most of you will know, *Pro Evo* originally went under the *ISS* moniker until Konami decided to drop the *ISS* name altogether for the PS2 versions and just go with *Pro Evolution Soccer*. While this undoubtedly helped to differentiate the brands, the fact is *ISS* has been very much the poor relation ever since the *Pro* series first appeared.

As with previous versions, *ISS* tackles the game from a more instant

pick-up-and-play standpoint than *Pro Evo*. Appealing though it may be to newcomers, the long term appeal of this approach is bound to be limited. The new *ISS* looks solid enough and, if you're coming at it from a completely neutral standpoint, plays a balanced, if limited game of footy into the bargain. Even though the series seems to be edging slowly nearer to *Pro Evo* in feel, the arcade-styling is still very much in evidence and two players equally new to the game can partake in an entertaining kickabout. An interesting new feature is close-up mode. When in an attacking position an indicator will flash on-screen. At this point tapping the relevant button will zoom in on the attacking player, allowing him to perform a move from a repertoire of defender-foxing skills and hopefully clear the way for a shot on goal.

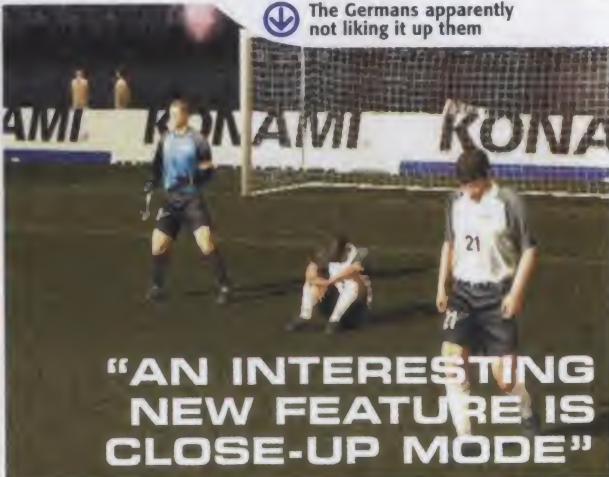
On top of that, expect some spectacular goals and cool new options such as the ability to build your own stadia using points accrued in Mission mode. Points can also be earned from betting on the result of two-player matches, which is a nice touch and will add a little extra needle to those grudge games.

With Sony having signed up *Pro Evolution Soccer* exclusively for the PS2, the only way you're going to get it is by buying a Freeloader and importing *Winning Eleven 6* from Japan, which leaves the way clear for *ISS3* to go head-to-head with *FIFA* on PAL systems. There are enough options and knobs on it to suggest it will rise to the challenge, but the proof of the pudding is in the playing, and we'll have football pie all over our jerseys next month.

CUBE



The players have the team name on their shirts rather than their actual name



"AN INTERESTING NEW FEATURE IS CLOSE-UP MODE"

The Germans apparently not liking it up them



**CUBE**

⊕ INFORMATION

CONFLICT: DESERT STORM

PUBLISHER: SCI

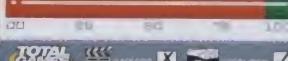
DEVELOPER: PIVOTAL

ORIGIN: UK

GENRE: ACTION STRATEGY

PLAYERS: 1-4

PERCENTAGE COMPLETE



TOTAL: 100% MOVIES X HORSES ✓  
MAR '03 TBA APR '03

*Apocalypse, wow!*

# CONFlict: DESERT STORM

Go ballistic in the desert  
and give Saddam his  
just desserts

**WITH AN APPROACH** to combat more akin to the punishing realism of the *Tom Clancy* games as opposed to the action based *Medal of Honor* series, *Conflict: Desert Storm* certainly ain't taking no prisoners. Mission directives were negotiated with SAS Gulf War veteran Cameron Spence and operations range from rescuing hostages, severing communication lines, calling in air strikes and embarking on search and destroy raids hunting down and obliterate SCUD missiles. Stormin' Norman – eat your heart out.

In translating this war-em-up for the 'Cube, *Desert Storm* creator Pivotal, has taken on board the criticisms of the PS2 and Xbox originals and enhanced the enemy AI, implemented a more user friendly in-game interface and tweaked the auto-aiming system. Platform specific improvements – now that's what we want from a GC port.

As ever though, the biggest weapon in the game's armoury is its multiplayer split-screen mode. With up to four of

your mates able to play simultaneously, players can choose from uniquely attributed soldiers such as the Team Leader, Sniper, Heavy Weapons Specialist and the Combat Engineer. Stealth is pretty important and each of these men has critical tasks to perform, so tell you're mates beforehand that they're not Rambo.

Just as diverse as the range of roles is the repertoire of moves both physical and mental. Every controllable character can, for instance, strafe on the move, take up a kneeling pose for more accurate gunfire or lay on their belly and squirm undetected towards the enemy. The mental side of events though is most apparent when playing a solo game. At the press of a button you can control any of your four team-mates as and when you choose. Complementing this cohesion over how your group moves is the ability to exchange (as in real conflict) items and weapons, command a particular soldier to rendezvous with others, or tell one of your group to travel unguided to a certain location. In effect, a solo game sees you play both as a commander and a four-man army. Now what self respecting gun polisher wouldn't jump to attention at such a prospect?



Expect a mixture of stealth and gung-ho action

DID YOU KNOW...MARS IS ONE TENTH THE MASS OF THE EARTH

CUBE

INFORMATION

RTX REDROCK

PUBLISHER: ACTIVISION

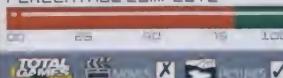
DEVELOPER: LUCASARTS

ORIGIN: US

GENRE: ADVENTURE

PLAYERS: 1-2

PERCENTAGE COMPLETE



MAY '03

TBA

MAY '03

Is it a perspective thing or is there a 'big head' mode?



Dayglow green, just so you don't miss it at night

*Alien breed*

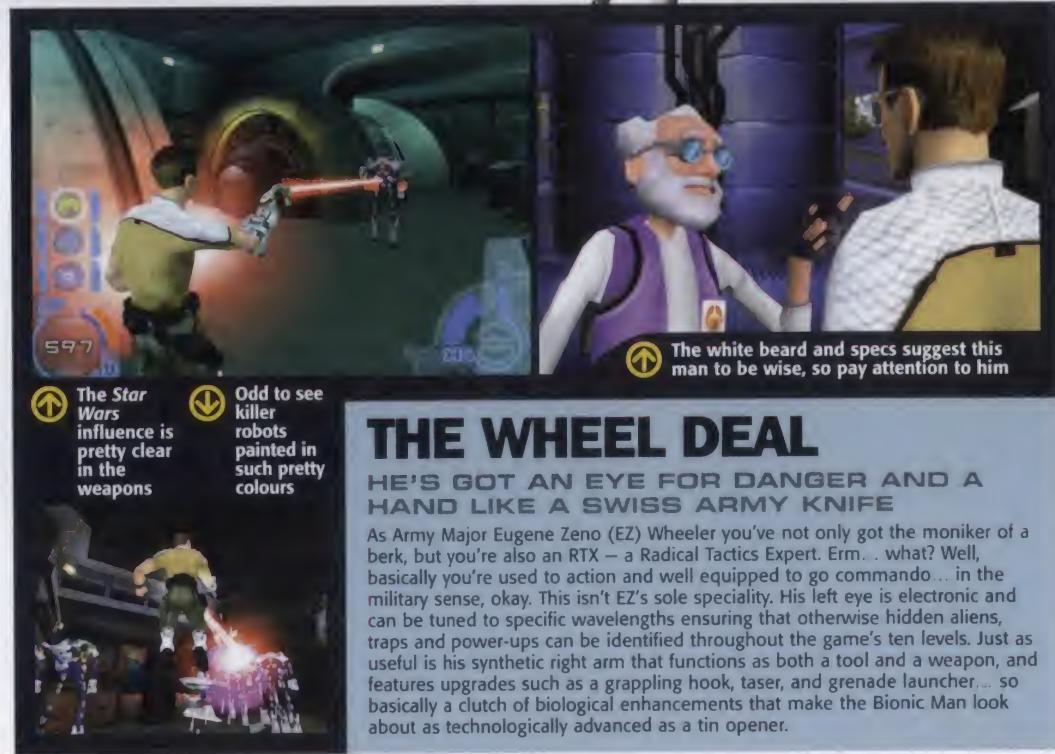
# RTX REDROCK

Mars, the bringer of war, brings us war ... and puzzle solving.

**THE STORY IS** this: You're 'EZ Wheeler' – an Army Major who's had his right arm and left eye removed due to battle wounds, but hey, it's the future, so you've had them synthetically replaced. Which is nice. Not so nice is that on the recently colonised fourth rock from the sun (otherwise known as Mars) settler humans have been given a toasting by LEDs (Light Emitting Demons). Nasty. But fret not – and here comes the gameplay – because you're the man to give the alien breed a good talking to via your synthetic arm that handily doubles as a grenade launcher. Cue a blend of Western sci-fi fantasy, combat, commandeering of robots and solving of puzzles. And that's *RTX RedRock* in a nutshell. Only there's also a split-screen multiplayer mode featuring head-to-head shootouts, capture the flag tournaments and racing many of the vehicles featured in the main game too.

Could be good – we'll have the full review soon.

CUBE



The white beard and specs suggest this man to be wise, so pay attention to him

The Star Wars influence is pretty clear in the weapons  
 Odd to see killer robots painted in such pretty colours

## THE WHEEL DEAL

HE'S GOT AN EYE FOR DANGER AND A HAND LIKE A SWISS ARMY KNIFE

As Army Major Eugene Zeno (EZ) Wheeler you've not only got the moniker of a berk, but you're also an RTX – a Radical Tactics Expert. Erm... what? Well, basically you're used to action and well equipped to go commando... in the military sense, okay. This isn't EZ's sole speciality. His left eye is electronic and can be tuned to specific wavelengths ensuring that otherwise hidden aliens, traps and power-ups can be identified throughout the game's ten levels. Just as useful is his synthetic right arm that functions as both a tool and a weapon, and features upgrades such as a grappling hook, taser, and grenade launcher... so basically a clutch of biological enhancements that make the Bionic Man look about as technologically advanced as a tin opener.



For whatever reason, it doesn't look as nice as before

**Fight for your right!**

#### CUBE

#### INFORMATION

##### GLADIUS

PUBLISHER: ACTIVISION

DEVELOPER: LUCASARTS

ORIGIN: US

GENRE: ACTION RPG

PLAYERS: 1-4



# GLADIUS

Curse of the ancients hits LucasArts' latest title

**IT'S AMAZING HOW** something like this happens, but a week ago, we were really looking forward to this game. The idea of building up a team, training them and then scouring the mythical Greek countryside in search of worthy adversaries was quite appealing. On top of that the graphics were looking pretty sweet, and that's what really grabbed our attention in the first place. Why then, after a year of showing the in-game graphics engine, has LucasArts suddenly decided

to downgrade it. Anyone familiar with the quality of graphics of *Gladius* will notice the inferior nature of these screens. We've included an earlier example just to remind you. The character models and textures are all wildly inferior to what we were shown before.

This might make us sound like a bunch of graphical whores, and we're still excited about getting our teeth into the GameCube's first combat RPG, but we're sorely disappointed in LucasArts

for dishing out what must have been cut-scenes for the past year. It didn't happen with *Rogue Leader* or *Bounty Hunter*. Perhaps the team just couldn't achieve what they had in their heads. Nevertheless it feels like we've been cheated. We can only hope the gameplay lives up to our original hopes. Having not played the game since last year's E3, here's hoping the graphics are the only aspect to have been downgraded.

CUBE



## SPOT THE DIFFERENCE

SOMETHING SMELLS A LITTLE FISHY



Detailed character models and lush scenery. You can see why we were excited, and the GameCube could do this with ease.



So what exactly happened here then? Looking much like a Dreamcast title, previous screens must have been from cut-scenes...

**"HERE'S HOPING THAT THE GRAPHICS ARE THE ONLY ASPECT OF THE GAME TO HAVE BEEN DOWNGRADED"**



It's a pity all those ancient mythical creatures have died out, eh



**What goes red-green-red-green-red-red-red?**

**CUBE**

INFORMATION

HULK

PUBLISHER: VIVENDI UNIVERSAL  
DEVELOPER: RADICAL  
ORIGIN: US  
GENRE: ACTION ADVENTURE  
PLAYERS: 1

PERCENTAGE COMPLETE  
100%  
LEVELS FINISHED: 100%  
MISSIONS FINISHED: 100%  
POWERUPS COLLECTED: 100%

13 JUNE TBA JUN '03



Get angry and break stuff. Curse those dratted gamma rays!

How many more '70s TV shows are gonna get made into films? Quincy anyone?

The Incredible Hulk in a liquidiser of course! Ambulance for CUBE...

**WELL IT HAD** to happen eventually didn't it? Just when you thought you'd never see that great big misunderstood green monster again, they go and resurrect him for the big screen. The superhero thing is quite trendy at the moment what with *Spiderman*, *Spawn*, *Daredevil* and the *X-Men* currently doing the rounds. Naturally they're making a game of the film as well with you controlling scientist Bruce Banner who turns into the hulking, er... Hulk when someone annoys him.

It's all that Gamma essence he has inside of him you see, and as you'd expect the evil overlords of the world will do anything to get their hands on this powerful substance. Because of this, Bruce will spend most of the game running



We don't remember the Hulk being quite so day-glo

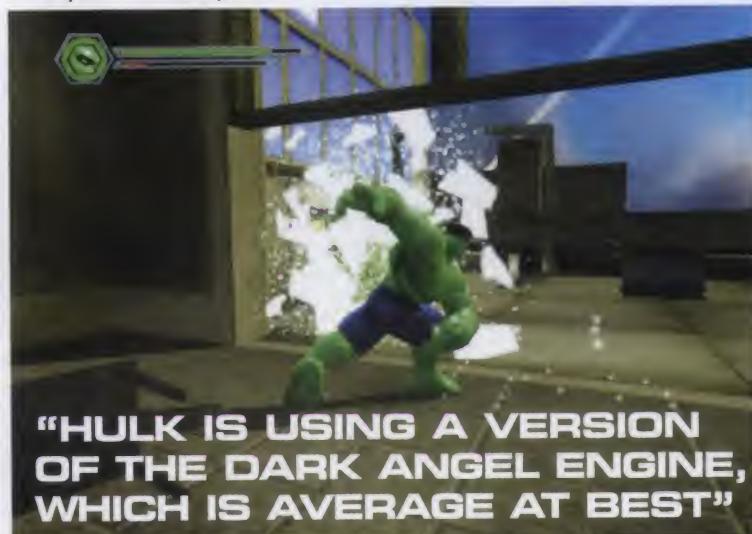


Imagine turning into a big bogie every time you got angry!

away from his foes while smashing everything around him. All the environments in the 30 levels are fully interactive and Hulk can use his fists along with special moves such as the Sonic Clap and Gamma Slam to rip the level apart. Many of Hulk's comic-day adversaries will turn up in the game including appearances from Flux, Rampage and Half-Life, and much of the voice-acting has been done by the film actors themselves.

The only thing that worries us is that the game is obviously using a version of the *Dark Angel* (another Radical game) engine, which is average at best. There are many gameplay flaws in *Dark Angel* and it would appear that the two titles have been developed in parallel. We can only hope Hulk's gameplay isn't as derivative and repetitive, but it should be a lot better. We'll know more next month when we'll have had a chance to get hands-on with it.

CUBE



"HULK IS USING A VERSION OF THE DARK ANGEL ENGINE, WHICH IS AVERAGE AT BEST"



Don't make me angry, you wouldn't like me when I'm angry. Oops, too late

**Maximum Overdrive**

# BIG MUTHA TRUCKERS



CUBE

INFORMATION

## BIG MUTHA TRUCKERS

PUBLISHER: EMPIRE

DEVELOPER: EUTECHNYX

ORIGIN: UK

GENRE: RACING

PLAYERS: 1

PERCENTAGE COMPLETE



APR '03 TBA APR '03

"YOU'RE PLUNGED INTO A HOT DANG DIGGETY WORLD OF REDNECKS, DIESEL FUEL AND MUSIC"



Most road users are just a plain nuisance



You get money for big crashes but it's wise to power-up first

Live your Smokey and the Bandit fantasies

### ELITE AND 18WHEELER

are two games unlikely to get mentioned in the same breath very often, until you load up *Big Mutha Truckers* for the first time. After allowing yourself time for a wry smile at the title, which even the most cynically miserable git would have to concede is at least mildly amusing, the intro kicks into the strains of *Born to be Wild* and you're plunged headlong into a hot dang diggety world of rednecks, diesel fuel and music of two kinds – Country and Western.

The background is simple. Your mama, owner and proprietor of Big Mutha Truckers Inc, has decided to give the family haulage business away to one of her four inbred offspring, of which you are one (you get to choose which). You have 60 days to make more money than your siblings by trading various cargos around your hick state. Hang around bars and you'll hear rumours suggesting what cargos are fetching a decent price and where, then get your ass over to the store. Goods

available for purchase are displayed in a menu together with the current price, which is colour-coded. Green means it's expensive and red means cheap. Load up with your cargo of choice, then put your big rig on the black top and get rolling.

Packed with caricatures of the Deep South, *BMT* is sure to pick up a few cheap laughs. On early evidence however, it seems there might be quite an entertaining game on offer as well. The driving sections are made more exciting since the game gives cash bonuses for causing major accidents and there are also running battles with bikers trying to hijack your precious cargo to contend with. Truck upgrades are available as well as dodgy special missions if you keep your ear to the ground. Since *18Wheeler* was bereft of any sort of playability there's still a gap in the market for a trucking game. With the humour and trading elements *BMT* offers, it could be mighty tempting for anyone to whom movies like *Smokey and the Bandit* and *Convoy* appeal. Yee-haw!

CUBE

DID YOU KNOW... IT'S RUMOURED HITMAN 3 HAS A BUDGET OF OVER \$40M

If you get into this situation you may as well give up

PICK UP BERETTA 92  
TAKE CLOTHES  
DRAG



H&K MP5

999

30



#### CUBE

##### INFORMATION

HITMAN 2: SILENT ASSASSIN

PUBLISHER: EIDOS

DEVELOPER: IO INTERACTIVE

ORIGIN: DENMARK

GENRE: SHOOT-'EM-UP

PLAYERS: 1

PERCENTAGE COMPLETE  
00 25 50 75 100

##### AT-A-GLANCE

- 20 MISSIONS
- FIRST/THIRD-PERSPECTIVE
- OVER 30 TYPES OF WEAPON
- EXCELLENT MUSICAL SCORE
- GUNS, GARROTTING AND GADGETS

*ESRB* T  
MAY '03 TBA MAY '03



Scoping the level from afar is the key to solving Hitman 2's many little puzzles. The most obvious solution isn't always the best

#### SOUNDS OF VIOLENCE

Accompanying your every skulking move is a score performed by the Budapest Symphony Orchestra.



# HITMAN 2 SILENT ASSASSIN

*This guy ain't no goodfella*

This could quite literally be the GameCube's first real killer title...

**THE SOUND OF** shallow breathing punctuates the bobbing movement of a crosshair. The eyes of a professional killer begin to narrow. Taking one last breath of air, Agent 47 steadies his aim on a Sicilian Don's forehead where his sights come ominously to rest. The trigger of a recently stolen sniper rifle is slowly depressed. 'Buddha' – a bullet strikes the Don straight between the eyes. The victim dies not just instantly but quietly. And so begins the first scenario of *Hitman 2: Silent Assassin*.

Only it needn't have happened liked that. Okay, so playing as a hitman someone's obviously got to snuff it, but things could have been different. You could have whacked the guy



Ahhh, the cheese wire – an assassin's best friend...



**"THINGS COULD HAVE BEEN DIFFERENT.  
YOU COULD HAVE WHACKED THE GUY  
FACE TO FACE – WITH AN AXE"**

**PREVIOUS**

FROM THE MAKERS OF

**TIMESPLITTERS 2**

Okay so it's not made by IO Interactive, but it is published by Eidos and anyway, it's still one of the GC's very best games.

**TOTALGAMES.NET RATING: 95%**

**HARDBALLER** 35

UP BERETTA 92  
CLOTHES  
CLOTHES

You must get rid of bodies to avoid blowing your cover



face to face – with an axe. You may have felt like treating him to the sharp end of some cheese wire. Hell, you could have just started a riot and hoped that he got caught in the crossfire. Whatever it takes to get the job done.

Make no mistake – *Hitman 2* is a murder simulator. Playing as contract killer Agent 47, you're introduced to your character in his retirement to Sicily where he tends the gardens of the local padre. However the mafia find out about your credentials (no doubt your cunning name blew your cover), kidnap the priest and blackmail you back into business. So it's true what they say – there really is no rest for the wicked.

From this premise onwards each of the game's locations and mission directives can be tackled either with clinical planning and precision killing, or with a scant disregard for your own life, shooting anything that moves on the way to

## HERE'S AN OFFER YOU CAN'T REFUSE

IT STARTED WITH A HIT...

Your first mission is to take down the local Capo at his mansion retreat. You begin armed with garrotting wire, a pair of binoculars and a handgun. Here's how **CUBE** went about securing our first hit...



Begin by playing postman's knock. This postie stopped to water the plants, but we felt he'd be more comfortable garrotted and out of that uniform.



At the side entrance of the mansion we're stashing our weapon in a crate of groceries to be delivered to the kitchen. We'll retrieve them later.



Back to the front gate, unarmed and ready for frisking. Don't sprint towards these guards as they'll get suspicious. Since when was a postman run?



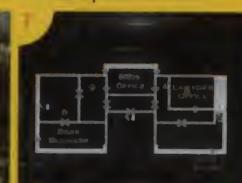
We've strolled nonchalantly around to the back of the mansion and scaled this ladder, granting access to the roof. Sneaky.



Perched on a ledge, we've made our way around the building's perimeter and are just about to drop down onto these steps to enter the mansion.



Once inside we're straight off to the kitchen to pick up the guns we stashed in the grocery crate. Avoid the chef – now is not the time to go hiding bodies.



Planning is everything. Before tackling the Don we're checking our route and the locations of his goons. That way there will be no nasty surprises.



Okay, so we've blown our cover outside the bosses' room by taking down one of his guards. This couldn't be avoided, so now it's time to act quickly.



Bodyguard disposed of, it's time to cap the head honcho. Oh look – that's exactly what we've done. The brown stuff is about to hit the fan. Time to leg it.



Scampering away from the scene of the crime we've run into some of the Don's bodyguards. Luckily this guy holds the keys to a car parked in the garage outside.



Without the car keys we'd have to flee under a hail of gunfire, and would most likely bite the bullet on our way out. Lucky we picked 'em up, eh!

your target. However, taking the latter option is, as the title 'Silent Assassin' suggests, not really in the spirit of things. If you try to accomplish your hits without being sneaky then you'll almost certainly come to a bloody end as the enemy AI is highly realistic and very punishing. For example knocking off a waiter and assuming his guise might, you'd think, be a pretty smart way of infiltrating a party. But in *Hitman 2* if you don't hide the body then the guards will be looking for you. From the code we've played, similar degrees of attention to detail are evident throughout the game, which along with *Splinter Cell*, is making the GameCube the assassins' console of choice.

CUBE

**CUBE**  
SAYS...

FIRST IMPRESSION

■ *Hitman 2* is about as far removed from an arcade experience as you'll get these days. Missions need to be planned meticulously, weapons used sparingly and above all you need to avoid being spotted. All of which adds up to a game that's punishing – but in a good way. *Hitman 2* is undoubtedly a game we'll be keeping a very close eye on.

CUBE

CUBE  
IN-DEPTH

Taking extreme racing to a whole new level

# XGRA

CUBE

⊕ INFORMATICA

XGRA

PUBLISHER: ACCLAIM

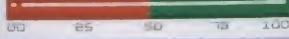
DEVELOPER: ACCLAIM STUDIOS  
CHELTENHAM

ORIGIN: UK

GENRE: RACING

PLAYERS: 1-4

PERCENTAGE COMPLETE



TOTAL GAMES MMAX EA PHILLIPS

SET '03 TBA SEPT '03

## PREVIOUS

FROM THE MAKERS OF

DAKAR 2

■ A near-perfect rally game, which proves that Acclaim Cheltenham is capable of so much more than Dreamcast rehashes.

TOTALGAMES.NET RATING: 90%

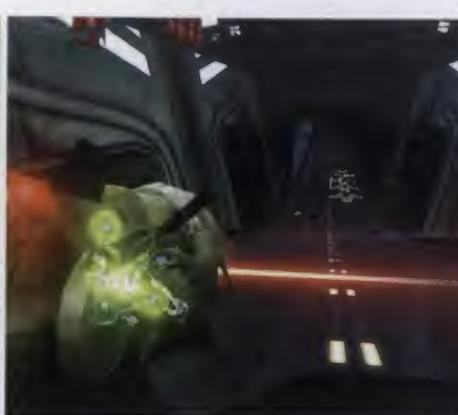
**"XG COULD QUITE EASILY BECOME THE NEXT WIPEOUT, AND FROM WHAT WE'VE SEEN IT CERTAINLY HAS THE POTENTIAL"**



### POINT AND CLICK

#### LICENCE TO HILL EVERYTHING

- One new feature is the ability to destroy scenery. Passing ships or scaffolding can open up new areas if destroyed, whereas other objects such as signboards are just there for a bit of target practice.



**IT'S BEEN OVER** a year since **CUBE** first saw Acclaim's sequel to 2002's *XGIII*. Back then it was merely a bunch of rough demos, track fly-bys and initial ideas, and despite looking promising it didn't look too far removed from the traditional

*Extreme G* formula. How things have changed.

The series started out on the N64 as a blatant alternative to *WipEout*. The high-speed thrills, weapons and futuristic settings provided the style that was so sorely missing from the N64's line-up. Over the years we've had

*Extreme G II* (pretty much unplayable due to the frame rate) and just last year there was *XGIII*, but with the latest title in the series

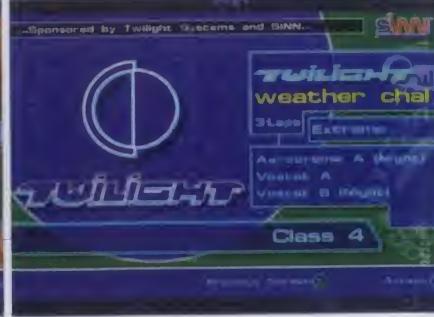
Acclaim is pushing for a whole new feel. It makes sense – with *WipEout Fusion* turning out to be lacklustre the chances of that particular franchise returning are looking pretty low. *XG* could quite easily become the next *WipEout*, and from what we've seen it certainly has the potential.

So what competition does *XGRA* have? To be honest there's nothing on the Xbox and PS2, although there's a tiny little Nintendo franchise, which is due to hit the shelves within months of *XGRA*. *F-Zero GC* is looking phenomenal. How can *XG* possibly compete with something like that? After playing *XGRA* for a while you'll quickly realise that the two games are very different. While *F-Zero* goes for the jugular with its arcade gameplay, that's

about all you get. To put it into perspective, *F-Zero* is to futuristic racers what *Ridge Racer* is to sports car racing, whereas *XGRA* is going for the *F1* approach. *XGRA* stands for Xtreme G Racing Association – Acclaim is trying to create a new class of racing in the style of *F1*, *NASCAR* or *TOCA*.

The story goes that at some time in the near future *F1* will be shut down after a terrible incident involving the death of 300 spectators. Many years later the same racing body uses the anti-gravity technology from the last *F1* effort to create an all-new style of racing – Xtreme G. The sport attracts millions of viewers and the sponsorship fees involved are enormous. Welcome to the new and improved Xtreme G world...

# CUBE IN-DEPTH



**IN KEEPING WITH** *F1* comparisons, *XGRA* is going to be a massive affair. There will be 15 championships in total, resulting in well over 40 different races. The entire game is based around sponsorship, and even before you begin you'll have to prove yourself to potential sponsors. Your first bike will be as dull as dishwater – no logos, no decent weapons and no upgrades. The only thing that's going to see you through is your racing style. Winning the first championship will gain you some interest but you'll soon learn that in order to keep your sponsors you'll have to do much more than simply win.

The world of the *XGRA* is extremely political, and rival corporations will do anything to belittle their competitors. Because of this every race will have at

least one secondary objective, the first being to win the race. These 'Contracts' can take many forms. They may involve taking out a certain number of other racers or, more often, taking out one specific character. In this instance the bike in question will have a red target ring around it. When you begin to pound them they contact you via a small screen-in-screen. As their energy is drained away they will become more and more angry, start to beg and, just before they pop their clogs, vow to get back at you in another race... and you'd better believe it because they'll have their own contracts to fulfil in the future.

Two players can team up and take on the championship in co-operative mode, thus reducing some of the risks, but eventually your contracts will set you at

each other's throats. Completing the race objectives will earn you praise from your sponsors in the form of weapons upgrades. You can check out how your bike is shaping up in the garage, which gradually becomes more and more full of rubbish as time goes on.

The weapons system has been completely redesigned and at first it seems a little strange, but you'll get used to it and eventually grow to love it. Every vehicle has secondary weapons, and these are common to all the racers. At the top of the screen is a bar showing you which secondary weapon is selected. Dotted along the track are secondary weapon upgrades – small green icons that cause your secondary weapon cursor to move along by one bar. There are 12 weapons in the cycle



## READY... AIM... FIRE!

### TAKE OUT THE SCENIC ROUTE

As explained elsewhere in these pages, the weapons system has been completely redesigned and is now perfectly suited to high-speed racing. While we can't show you all the weapons, we've managed to get hold of a decent selection explained below:

#### PRIMARY WEAPONS

Main weapon that can only be obtained from your sponsor.

#### ROCKETS

**Mark I: Patriot Dual Scorpions** – unguided rockets that cause a decent amount of damage.

**Mark II: Patriot Swarm Stingers** – a salvo of unguided rockets that swarm the target.

**Mark III: Patriot Fire and Forget Arch Angels** – guided salvo of six electrical-seeking rockets.

#### MORTARS

**Mark I: Phase One XII Shell Strike** – forward-firing salvo of two mortar shells that have an area affect damage.

**Mark II: Phase One Trinity Strike** – forward-firing salvo of three mortar shells that have an area affect damage.

**Mark III: Phase One Quad Strike** – forward-firing salvo of four mortar shells that have an area affect damage as well as the ability to blast vehicles off their trajectory.

#### PARTICLE CANNONS

**Mark I: Scarecrow Military Division Front Line Ripper** – forward-firing particle cannons that cause minor damage but have an enhanced fire rate.

**Mark II: Scarecrow Military Division Front Line Sabers** – forward-firing particle cannons with an accelerated rail-gun system and an increased fire rate.

**Mark II: Scarecrow Military Division Front Line Avengers** – forward-firing particle cannons with an accelerated rail-gun system plus increased rate of fire and damage.

#### JON ELECTRICAL

**Mark I: Patriot Arc 1** – forward-firing electrical ion charge that shuts down all electrical systems on vehicles and also damages the targeted bike.

**Mark II: Patriot Arc 2** – forward firing electrical ion charge that shuts down all electrical systems on vehicles and also damages the targeted bike, as well as arcing off this vehicle and into any others in range.

**"TARGETED ADVERSARIES WILL GET ANGRY, START TO BEG AND, JUST BEFORE THEY POP THEIR CLOGS, VOW TO GET BACK AT YOU"**



and as long as you keep collecting the green icons you can keep cycling through them. When you get to the one you want it's possible to freeze the selection. That way you don't have to worry about accidentally collecting any icons and inadvertently switching weapons. With the selection frozen you can fire off the weapon at any time.

The primary weapons are a slightly different story. These have to be earned from your sponsors, and every sponsor will have its own particular exclusively developed system. What weapons you prefer may well determine which sponsor you choose to go with. Each weapon has three different levels of devastation and, once again, you can only upgrade once you've completed a set number of contracts.



**Mark III: Patriot Arc 3:** forward-firing electrical ion charge that shuts down all electrical systems on vehicles and also damages the targeted bike as well as arcing off this vehicle and into others in a larger range.

#### VULCAN CANNONS

**Mark I: Patriot Shredder** – forward-firing magnetically-spun chain-guns that fire super-heated, uranium-tipped bullets.

**Mark II: Patriot Decimators** – forward-firing magnetically-spun chain-guns that fire super-heated, boron-tipped bullets that have a higher damage and rate of fire.

**Mark III: Patriot Disintegrators** – forward-firing magnetically-spun chain-guns that fire super-heated, archon-tipped bullets that pierce and then shatter on impact causing large internal explosions.

#### SECONDARY WEAPONS

Picked up on the track via green upgrade icons.

**Patriot Vampire** – forward-firing leech beam that sucks weapon and shield energy off the targeted bike.

**Scarecrow Urban Perimeter Mines** – fires a salvo of mines from the rear of the bike.

**Templar Racing Systems Ion Battery Accelerator** – increases the top speed of the bike for a limited duration.

**Union Armourdon Frontline Shielding** – ultra hard shielding rendering the vehicle invincible for a short amount of time.

**Scarecrow Rapier** – Horizontal Ion beams that extrude from the bike, ripping through anything they come into contact with.

**Templar Racing Systems Rail Accelerator** – this upgrade doubles the fire rate of all weapons.

**Scarecrow Shield Battery Overclock** – this upgrade fully recharges shields upon execution.

**Scarecrow Weapon Battery Overclock** – this upgrade fully recharges weapon energy upon execution.

**Patriot Hunter** – this upgrade launches a Hunter Droid from the rear of the bike that then revolves around the vehicle, hunting and firing at any targets.

**Patriot Military Systems Quad Force** – increases the damage done by any offensive weapon by four times its usual output.

**SiNN Deathstrike** – funded, sponsored and built by SiNN. This orbiting weapons platform fires a super-heated Ion Beam from space at a rider's command, immediately obliterating its target.

**The Patriot Overlord** – a mini nuclear device fired from the front of the vehicle causing a huge nuclear explosion, damaging anything that passes through it.

# CUBE IN-DEPTH

IN THE  
CUBE  
WITH...



## CHRIS WHITESIDE

POSITION: PRODUCER

COMPANY: ACCLAIM STUDIOS UK

**CUBE:** How did you get into the videogames industry?

**CW:** My first job in the industry was as a QA (quality assurance) technician working for Codemasters.

**CUBE:** What are your top three games of all time?

**CW:** Elite, Super Mario 64 and Zelda: Ocarina of Time.

**CUBE:** What games have you worked on in the past?

**CW:** As a designer I have worked on World Touring Cars, TOCA Race Driver, XGIII and XGRA.

**CUBE:** So what's the deal with XGRA? What do you want to achieve with this game?

**CW:** Put simply, XGRA is going to blow the racing genre wide open. We have taken XGIII and evolved it to a completely new level whilst adding tons of new features. XGRA is a hyper realistic vision of future motor sports. We spent hours researching current high profile motor sports to isolate the areas that really make these sports exciting. With this in mind we have created a 'real' team system where teams seek out good riders offering them deals and contracts. If you perform well you'll be poached by a better team.

Teams have their own pit crew, journalists, sponsors, weapons and engine manufacturers. The championship structure is also modelled on real life – offering the player over 40 unique races across 16 championships, all of which have been lavishly created to look as realistic as possible. Sponsors own events and commentators offer their opinions on each. We have also created a fictional media network called SiNN (Sports Interactive News Network) who cover all the events with their super sexy journalist. Adding this new level of characterization is an exciting step for us and something we really wanted to do after XGIII. As such we have eight player characters ranging from a Japanese military sniper bot to old favourites like Jakar (the girl off the cover of XGIII). While these characters are much more visible this time around, we've brought them to life through a number of gameplay techniques such as memory where characters remember rivals' previous actions and react accordingly.

We've also introduced an on-screen comms device enabling characters to speak to the other players in the game. Each character has over 150 sets of speech that are called upon depending on the game state.

One of the criticisms of XGIII's weapons system was the difficulty players had selecting weapons at such high speeds. As a result we've completely redesigned the system to allow for awesome combat at the same great speeds loved by XG fans. This time, all weapon selection is determined through control of the vehicle, cutting out the previously convoluted button presses. So, you get better weapons through driving skillfully. On top of this the game now has a total of 26 completely new weapons and upgrades, all gained through team gifts or on the tracks (although you're unlikely to have all 26 at once!).

Our focus has still been to create super realistic environments that really immerse the player in the whole game theme, but this time some of the 16 diverse environments are set in space. Ultimately, XGRA isn't just a futuristic racing game, but a game that contains features and systems that haven't been seen in racing games yet, whatever the racing style. Our goal is to create the best racing game in the world bar none.

**CUBE:** Now that WipEout has faded away do you see XG taking its place as the anti-grav racer?

**CW:** The team are all fans of WipEout and the original is still up there in my top ten games of all time. We want to make XG popular through style and content though. We took a look at XGIII and

worked out what was right and what was wrong. As a result we have made a huge effort not only to fix everything for XGRA but to also ramp it up to an unparalleled level. XGRA is a very stylish game, from awesome visuals to revolutionary systems design we aim to make the player feel comfortable with the game from the outset whilst also gunning for those pristine game moments where the player just pauses the game, sits back and gasps! As we are trying to create a real, believable world of the future we have styled major parts of the game around real world elements, such as the SiNN presentation, the front end based on a TV broadcast, and the characters and vehicles being sponsored by companies.

The question on everyone's lips however must be the music, and I can happily say with full confidence that our soundtrack will blow people away! The team is still listening to it and commenting on it. Sadly, we can't release the names of the artists at this stage, but it is absolutely awesome.

**CUBE:** Comparisons to F-Zero are inevitable, and both games hit the European market in the same period. Do you think there's enough room for both, and what do you think of F-Zero so far?

**CW:** We love the fact that we are up against SEGA and Nintendo! We have been looking at their screenshots closely and we really like what we see. The difference however, is that F-Zero is purely an arcade game. XGRA offers tremendous speeds, lush visuals, state of the art audio effects, but on top of this (and something that F-Zero doesn't sport) is huge depth, an awesome soundtrack, 'real' teams, contracts, sub-missions, detailed environments, detailed progressive structure, and a wide variety of sub-modes. So, to answer your question, yes I am in no doubt there is room in the market for both games, but at the end of the day our goal is to beat all the competition and this is something the team thoroughly intends to do.

**CUBE:** What's your favourite aspect of XGRA? And can you tell us a bit about it?

**CW:** There are just so many things I love in the game, and working with such a talented team means everyday I see new stuff that brings a smile to my face!

I suppose as a die-hard racing fan my favourite aspect of the game at the moment is the speed mixed with the combat – nothing makes my heart stop more in the game than seeing 16 bikes around me kicking off with all their weapons whilst jostling for the optimum racing line. In XGRA the weapons and ammo banks regenerate over time and at the high level of the game they do this really quickly. It's just fantastic to see the screen light up with all the VFX as the bikes take each other on.

I would like to add another favourite aspect of the game... can I? (damned games designers – **CUBE**) Well, I'm going to anyway! The teams in XGRA sometimes contract the player to take out a rival. When the player finds the scoundrel and fires, a 3D image pops up displaying the soon to be dead victim! Initially the sucker usually acts like an arrogant fool, believing the player is no match for his skills. But when you knock the fool down to low shields he begs for his life. Listening to him whimper away while your trigger finger hovers dangerously over the killing shot is just so cool!

**CUBE:** What are the main changes from the last game and why have you made them?

**CW:** Upon the release of XGIII we spent considerable time analyzing our market through comments made on forums and through the press. A number of points have been taken on board to ensure that this game would meet and exceed upon the features or changes that the customer thought would improve the game.

The recurring comment was that the game was frustrating at high speed. This was primarily due to the weapon system in XGIII. It was designed to allow the player to carry a large number of weapons, however the implementation of this system was confusing and frustrating. We have addressed this in XGRA by creating a system that allows the player to select his/her weapons by vehicle control in-game rather than convoluted button presses. This allows us to maintain the same speeds that the players loved in XGIII, but with a weapons system that's easier to manage.

We have approached the game from a far more realistic angle than that of the prequel. This spills into quite a few areas of the game ranging from larger, more technically impressive tracks to teams that offer contracts. These contracts translate to sub-missions during race gameplay, so the better the player does the better the team that will try to headhunt him. We have included eight characters each with their own modifiable statistics and more importantly their own personalities. XGIII was sighted as being too short and not having enough content. Because XGRA tells the story of the demise of modern day motor sport and rise of the more gladiatorial sport of XGRA we have tried to maintain a realistic evolution to keep the player really involved.

Finally, we have included more vehicles on track, destructible scenery and animated objects that all tie into the gameplay as well as 12 vehicles to choose from and a completely new game mode. We are just looking forward to getting this title out there and seeing the reaction from the fans and industry community alike!

Both airships and that advertising board can be taken out



This shot shows off the sweet detail on the weapons array



Each varied location pushes the racers to their limits

**"YOU CAN BE SHOT FROM THE BOTTOM OF THE OCEAN TO THE TOP OF A MOUNTAIN PEAK IN THE SPACE OF TEN SECONDS"**



## CUT IT OUT

### WHAT A BUNCH OF DROP-DUTS

Many sections of *XGRA*'s tracks are interactive. Fuel pipes can be targeted and fired upon with the resulting explosion damaging any racers underneath it. Seemingly untouchable airships can be brought crashing down onto the track, creating shortcuts and damaging enemies. There are many little touches like this, and while most of the shortcuts lead you to power-up filled sideroads, some will send you on a wild goose-chase. Gun turrets will shoot at anything that passes, and while taking them out means an easier ride for your opponents, it also means you won't have to worry about them on later laps. It's your choice.



Take them out or tear past them – it's up to you. They'll keep shooting anyway



The extent of the Nuke's destruction means that you'll be temporarily blinded as you tear through the aftermath. It's worth it though...



The Vostok track takes place in and around a massive glacier formation. Screaming up a mountain-side gives you a great sense of scale



**THE WEAPONS AREN'T** only there for nailing the opposition. Throughout every track are advertising boards, giant sponsor logos, news network airships and gun turrets. Your targeting cursor will automatically pick these out as they come into range and you can choose whether to take them out or not. You have to be quick though as the cursor will only target them briefly before snapping back to the centre of the screen. While blowing up advertising boards is just for show, destroying the other items can have an effect on the

game. Shortcuts are the main result but there are plenty of other secrets to discover as well.

As far as tracks go there are currently five enormous, brand-new circuits. As you progress through the championships the tracks will become available on different difficulty levels and you'll open up entirely new sections of the track. The tracks themselves are very impressive, featuring a ludicrous amount of scenic detail. One track weaves its way through a huge industrial complex. One section takes place outside the factory, an area dogged

## HELMET HAIR

### A LITTLE NOD IN SAMUS' DIRECTION

The first-person viewpoint has been redesigned to include a HUD. In this mode the display is suitably curved and the team has added a distortion effect to give you that extra sense of speed. There's even talk of putting a *Metroid Prime*-esque facial reflection in there. The first-person mode is definitely the way to play this game, the only drawback being that you don't get to see the weapons coming online. One special feature you do get is seeing your entire system shut down when you get hit by the Ion Electrical weapon. Nice.



## CUBE

### SAYS...

#### FIRST IMPRESSION

We're very excited about this one. Imagine the style of *WipEout*, the speed of *F-Zero*, the exhilaration of *XGIII*, a depth that exceeds *F1* and the presentation of an OTT, futuristic *Gladiators*... all in one game. The early build that we played was extremely promising and Acclaim has promised us that it will all run at 60fps. The only thing *F-Zero* and this have in common is that they're anti-gravity racers. Roll on September... **CUBE**

# CUBE

## REVIEWS

ISSUE SEVEN



TERRITORY SHMERTORY

**IT'S BEEN** A long, long summer period, but with the advent of FreeLoader we may never be in this situation again. If FreeLoader had been out before Xmas, nobody in their right mind would have been able to resist importing *Animal Crossing*, *Metroid Prime* and *RE Zero*. Import prices aren't an issue — US *Metroid* can cost \$120 or less from online stores.

TV compatibility is no longer a problem either — most people have the relevant sets now. As long as Nintendo doesn't come up with extra protection for future games, the PAL market could change significantly. CUBE will be altering its review strategy accordingly and you'll already notice an increase in the proportion of import reviews this month. With such a simple, effective device on the market import sales will soar and PAL sales will notably fall, meaning Nintendo will have to do something about its release schedule and reproduction facilities fast. About time too...

■ CHANDRA NAIR



## METROID PRIME

The US and Japan have already enjoyed the delights of this genre-busting adventure, and now it's Australia's turn. Prepare for the game that could transform the GC's profile in OZ.

44

## CUBISTS

AS WE FINALLY GET SHOT OF JACK FROST, THE CUBE TEAM CONTEMPLATE THEIR FAVOURITE AUTUMN MOMENTS...

### MILES GUTTERY



**FAVE ASPECT OF AUTUMN:** It's not so damned hot!  
**THIS MONTH:** With the temperature slowly but surely falling Miles no longer has to worry about the heat-soaking properties of his golden locks. On the other hand, the extra sunlight has bleached his hair. Guttery the White, here we come!

### MARTIN MATHERS



**FAVE ASPECT OF AUTUMN:** He can walk to work  
**THIS MONTH:** During the summer months the heat prevented Martin from walking to work by making him slip on his boardies every morning and sit on Coogee beach. Now he can skip to work in his blouse and tiara.

### CHANDRA NAIR



**FAVE ASPECT OF AUTUMN:** All the little flowers  
**THIS MONTH:** You know Autumn is nearly here when you walk through the bush and see Billy Buttons and Banksia poking from the ground. Chandra is probably the only bloke who skips through the bush like a fairy though...

### SIMON PHILLIPS



**FAVE ASPECT OF AUTUMN:** Nintendo blockbusters  
**THIS MONTH:** Nintendo traditionally releases a massive title in OZ in the run-up to Easter, and this year it's *Metroid*. The US version saw him doing no work for a week, so the PAL release might just signal the last we see of him in public.

### GARY ADAMS



**FAVE ASPECT OF AUTUMN:** Meat can still be left out  
**THIS MONTH:** When asked what his favourite Autumn moment was, Gary innocently said: "It's great because you can leave your meat out without it going off..." Take that little piece of advice how you will, but we're a little worried.

### STEPHANIE PEAT



**FAVE ASPECT OF AUTUMN:** Nothing. She wants Xmas back  
**THIS MONTH:** Steph is kind of like the anti-Scrooge really. She loves Xmas and can't bear to leave it behind. Every time she hears a rain drop or sees a brown leaf she goes completely mad and starts shouting at them.

### BYRON WILKINSON



**FAVE ASPECT OF AUTUMN:** Flowered handkerchiefs  
**THIS MONTH:** Autumn is no reason for the Wilko Dilemma to come to a head. Indeed, with the temperature falling Byron can get away with a beanie and a folded, flower-emblazoned handkerchief poking out from his top pocket. Classy stuff indeed.

### NICK TRENT



**FAVE ASPECT OF AUTUMN:** Birds getting jiggy with it  
**THIS MONTH:** According to Trenty there ain't nothing more comforting than the love and devotion found between two birds at migration time. What? Thought we were talking about ladies? Tut, honestly... you're all so predictable.

# 100% UNOFFICIAL 100% UNBIASED THE ONLY REVIEWS YOU CAN TRUST



## WINNING ELEVEN 6

### 48

Pro Evolution Soccer 2.5 by any other name. Sony's PS2 exclusivity means we'll never see it outside of Japan, but then there's that little thing called FreeLoader...

## WHAT DOES IT ALL MEAN?

Confused? Suffering a spot of information overload perhaps? Use this handy guide to successfully navigate our info-packed reviews

### INFORMATION

This is the place to look for all the essential statistics on the game including release dates, players, publisher/developer and whether or not you can watch movies of the game in action on TotalGames.Net.



### 2ND OPINIONS

If you're still not 100 per cent sure whether you're going to take one expert's opinion, you'll find an alternative point of view right here.

### ALTERNATIVES

Obviously not every game will be to your taste so if there are titles that might be of interest instead, they'll be outlined here for you to think about.

### COMMENT

The reviewer's frank and honest opinions on what he or she thinks of the game will be right here; you'll be needing this to make up your own mind...

### BOXOUTS

If you want more detailed information on what the game's all about or hot tips on some of the tougher bits, the wide selection of boxouts are ideal for you.

### IKARUGA

52 It may be virtually identical to its Dreamcast counterpart, but as last issue's *Skies of Arcadia* proved, a classic is always a classic. Better still, Infogrames is releasing it over here in May!

### RALLY CHAMPIONSHIP

56 The GameCube's first four-player rally title finally arrives. We weren't expecting anything amazing, and we didn't get it, but that doesn't mean it's all bad.

### DR MUTO

58 You have to be offering something special to make it as a platform adventure in this day and age — sadly *Dr Muto* fails to offer anything much at all.

### DAKAR 2

60 There we were, moaning our arses off about the lack of rally games on the 'Cube, and then this turns up. As far as arcade-style rally games go, we have a winner!

### NBA 2K3

64 Read this review and remind yourself why it doesn't matter that SEGA is cutting back on its GameCube sports titles. There's just something not quite right about it...

### SUMMONER: A GODDESS REBORN

65 What should have been a fantastic, arcade-style alternative to the action RPG turns out to be a decidedly average PS2 update. We're getting used to it.

### DEFENDER

66 Many people will have fond memories of the original, which will only serve to make this little offering seem even more of a letdown. Clumsy, repetitive and shallow. Oh dear...

### NINTENDO PUZZLE COLLECTION

68 Proof that not everything gold. If all three games were good we'd be happy, but when you'll only really want to play one out of the three, £60 is a lot of money.

### MR DRILLER DRILL LAND

70 If you're not a *Mr Driller* fan then you'll no doubt be wondering what exactly all the fuss is about. Beware though — one play is all you'll need to get completely sucked in by the Namco magic.



## THE BREAKDOWN

Confused as to the purpose of those big numbers stuck on the end of all the reviews? The meaning is explained below through the medium of words...

### RATING 9.0

#### 9.0 OR ABOVE

Naturally, games scoring a 9.0 or over are well worth your hard-earned cash... otherwise they wouldn't score so highly. Hey, we're professionals — give us a bit of credibility here, okay?

### RATING 7.5

#### 7.5 > 8.9

Although they haven't quite made it to the dizzy heights of greatness, games with this kind of score are still worthy of your attention and will no doubt keep you happy for a fair old while.

### RATING 5.0

#### 5.0 > 7.4

Yep, it's that tricky middle ground that a lot of games walk; with 5.0 branding a game decidedly average, scoring up to 7.4 means you might want to try it if you're into that sort of thing...

### RATING 2.5

#### 2.5 > 4.9

If your granny gets you a game with a score like this, it's probably because she doesn't know any better... or you just didn't tell her what you actually wanted. It's all your own fault really.

### RATING 0.0

#### 0.0 > 2.4

It's a sad fact that we have to review games this far down the scale but it's for your own good. Otherwise, you might actually go out and buy one of them... shame on you!

## Prime Time!



### DANGER, DANGER

#### HIGH VOLTAGE!

Get close to magnetic-based life forms and they temporarily interfere with the electronic display of your visor. Many other developers will no doubt copy this in the future

↑ Enemies like this one are tough when you first come across them



Do believe the hype...

#### METROID

Prime is the most atmospheric and engrossing game ever to grace a Nintendo console. It is arguably the GameCube's best title to date and easily enough of a reason to make any avid gamer feel they simply must own a GameCube, yet *Metroid Prime* doesn't play like any other videogame. Of course it takes elements from many different genres, but you won't ever before have played a game quite like it.

Beginning shortly after the events of the SNES version and despite its move into 3D and a first-person viewpoint, the structure of *Prime* is remarkably similar to how it always was. As with previous incarnations, the gameplay mechanic hinges on action, puzzle solving and the enticement of finding upgrades that further your ability to explore. Just as before, *Metroid Prime* is a towering

"METROID PRIME  
IS A TEASE"

# METROID



Deep within the Space Pirates' labs lie the Metroids – aggressive little gits

A blast from the Wave Beam will shut them down for good

**ORDNANCE SURVEY:** Even MP's maps are a wonder of design and functionality. Each distinct zone can be viewed from any angle and is wholly scalable.

All the bosses are Phazon-injected monstrosities



## BITE ME!

### YOU'RE NOT THE BOSS OF ME NOW...

For a game that excels in every single style of gameplay it tackles, it should come as no surprise to find that boss encounters in *Metroid Prime* are absolutely stunning.

Tackling these screen-filling tyrants (as with many of the creatures in *Prime*) first requires that you use your scanner to check out their morphology and weaknesses. Pretty much all the boss encounters take place in vast arenas requiring not just that you dart around avoiding attacks, but that you use your different visors, weapons and abilities to work out their soft spots. As with so much of *MP* these boss encounters can be disturbingly tense affairs, making even seasoned gamers like the CUBE team duck and sway along with Samus and then shout with relief and joy at having finally won what can be a half an hour battle. Oh yeah, and we'd love to tell you about the final boss – *Metroid Prime* – but that would be spoiling one of the best final enemy encounters ever.



Bosses such as the Omega Pirate are extremely tough

Some boss encounters can last for up to half an hour

example of why, compared to other media, videogames are unsurpassable as interactive and captivating pieces of entertainment.

Absolutely nothing in *Prime* is ever a gimmick or a passive experience. After the startling graphical wonder of the opening cut-scene, *MP* begins with an introduction to one of its new additions to your armoury; your scanning visor. From the claustrophobic viewpoint of Samus' helmet you're taught via a HUD that many of the intricate features of *Prime*'s game world can be analysed and interacted with. By using the D-pad to select your scanner, an oblong and magnified area of vision highlights various aspects of locations. By pressing and holding the L trigger you can interrogate, activate or learn from these otherwise uninteresting features. Initially your scanner simply relays information or flips switches, so it may seem vaguely redundant. But ultimately, as with all

your abilities, it's integral to the gameplay, revealing everything from structural information, weaknesses in enemy morphology and the surprisingly well crafted sci-fi narrative that continually informs you of events.

However the scanner is merely one piece in the jigsaw that makes Samus such an adept and versatile character to control, although initially the handling takes some getting used to. You see, while *Prime* may look like an FPS, it doesn't control like one. The two most striking differences to other games of this genre are that the right analogue stick doesn't allow you to strafe, and that looking above or below your natural plane of vision requires holding the R button, making you stand still. At first the system seems clunky and stunted, but with a lock-on (press L) that anchors your aim to selected enemies, combat reveals a range of moves ensuring that *Prime* plays very differently to all other

# PRIME

# **EXTRA, EXTRA**

**GET TO GBA FUSION**

Not content with being a marvellous game in its own right, *Metroid Prime* also features the best use yet of the GBA to GC link-up. By finishing *Metroid Prime* on your 'Cube and then linking up to your GBA you'll receive the Fusion suit to play around in. Better than this cosmetic touch though is finishing *Fusion* on your handheld as it unlocks the original NES game in *Prime!*



 Every beam-type has a hard-to-find upgrade somewhere

 The thermal visor makes for pretty surroundings



 You can have fantastic flame fights with the Plasma Beam. Burn you scum!

**"THE MORE YOU SINK  
INTO IT, THE MORE IT  
REVEALS AND THE  
BETTER METROID GETS"**

FPS games. While locked onto an enemy Samus can circle them, dart left or right by double tapping B, or if you've acquired the Boost Boots, double jump around them. In fact if you're smart about it you can even strafe mid jump (hold a direction and L) and then rotate your torso to aim where you like.

Anyone who tells you that *Prime* is let down by its control system is mistaken. It may initially feel peculiar and multiple enemy and boss encounters can take some practice, but given the vast range of upgrades to your cannon, visor, and agility, to have implemented any other style of control just wouldn't have made the gameplay so accessible or fluid. Moreover, this control style dictates the exploratory style and pace of interaction in what are some of the most graphically and aurally impressive game locations ever coded. Because of the breathtaking locations such as the vistas of the snow-laden Phendrana Drifts to the perilous,

searing heat portrayed in the Magmoor Caverns, exploration in *Prime* is so compelling because of the rewards. *Prime* is a tease. It's crafted so cunningly that you believe (quite rightly) that leading from every unattainable ledge or blocked passageway is an even more spectacular, sumptuous and aurally interesting locale.

The score itself is a fantastic example of the game's achievements. Composed – rather fittingly for a game that stays true to its origins – by Kenji Yamamoto (who scored the previous games), the *Prime* soundtrack is sensational. Accompanying every distinct and fantastically well-rendered environment are soundscapes that, as with all the various aspects of *Prime*, enhance and inform your experience of playing. The sounds of *Prime* directly relate to the gameplay and range from breezy atmospheric lilt to industrial and ominous squalls of noise. In fact many

**ART ATTACK:** Scanning a certain number of the objects in *Metroid Prime* reveals a gallery of concept art. Here's Samus without her lid.



## FORESIGHT

### VISIONARY

Visor enhancements change the way you see the world of *Metroid Prime* – literally. Acquiring the X-Ray visor for instance reveals hidden platforms, opening up previously inaccessible areas.

At first even the most simple jumping affairs seem quite hard – you'll soon find it becomes second nature though

Just imagine if the lock-on system hadn't been included...

older tunes are reworked and the same – albeit enhanced – signature melodies still accompany upgrades and those all-important power-ups. Oh yes, the power-ups...

We told you that part of the compulsion of playing *Prime* is a kind of exploratory sightseeing trip, the biggest draw to investigate is enhancing your abilities and discovering where they can take you. Without wanting to give too much away we can tell you that every single upgrade affects your movement abilities, how you tackle enemies, even how you perceive environments. And this is *Metroid Prime*'s biggest enticement – the way that the more you sink into it, the more it reveals and the better it gets. Searching out upgrades and adding to your armoured suit always ups the ante and hence always remains compelling. Upgrades such as different beams for your cannon or a grappling hook reveal not just new

locales, but the next level of ferocious and brilliantly animated creatures, a new freedom to tackle the game worlds and the next degree of complete and utter immersion.

Having played videogames for nearly two decades now, it's rare for us to be astonished by any game, yet so much of *Metroid Prime* has amazed us. From the beauty of little touches like Samus' eyes reflected and blinking against her illuminated visor to the weight and inertia of the morph ball – absolutely everything in *Prime* is crafted with such coherency and detail that technically and aesthetically alone, *Prime* is a masterpiece. More importantly though, the playing this magnificently balanced game well outstrips these touches of brilliance, offering an ingenious, captivating and deeply satisfying experience which frankly is as good as videogaming gets.

BYRON

## BALL CONTROL

### ROLL OVER AND SIGH...

Transforming from a svelte and mechanised armoured combat suit into a similarly robust sphere is one of our favourites of Samus' abilities. By pressing the X button to slink into the morph ball, your viewpoint changes to the third person, and a new set of possibilities for exploration open up. Although initially the morph ball may just seem to grant access to small areas there's a whole lot more to it than that...



## CUBE VERDICT

### METROID PRIME

QUITE SIMPLY, YOU MUST BUY METROID PRIME

#### VISUALS

Great character design and worlds with an array of alien-looking colours.

#### AUDIO

The sounds do exactly what they should, and all in Dolby Pro Logic II.

#### GAMEPLAY

Tense, difficult, and satisfying. You'll think about it when you're not playing.

#### LIFESPAN

Should take around 20 hours to complete and there are extras.

#### ORIGINALITY

There's nothing out there that compares to the experience.

#### ALTERNATIVE

Nothing really comes close to what *Prime* offers but *SFA* is the best adventure we can think of.

#### STARFOX ADVENTURES

Reviewed: Issue 3



#### 2ND OPINION

**PRIME CUT!** "Even though I've completed it I still love watching everyone else play it. I'll simply have to go through it again." CHANDRA

#### FINAL SCORE

**9-6**

IN TERMS OF ATMOSPHERE, DESIGN, AND SHEER IMMERSION, PRIME IS WITHOUT EQUAL.

# WINNING ELEVEN 6

Pro Evolution Soccer hits the 'Cube!

CUBE  
STAR  
GAME

NO MEMORY

JUST  
REMEMBER

WE6 requires at least 98 blocks on your Memory Card. Only got 59? Well, you'll have to snap up a Memory Card 251, which will give you space for WE and much more.



CUBE

INFORMATION

WINNING ELEVEN 6

PUBLISHER: KONAMI

DEVELOPER: KONAMI TOKYO

PRICE: \$99.95

VERSION: JAPAN

PLAYERS: 1-4

MEMORY: 98 BLOCKS

SYSTEMS

■ PRO EVO ON GO

■ 56 NATIONAL TEAMS

■ TWO CRAZY COMMENTATORS

■ 40 CLUB SIDES



N/A

OUT NOW

N/A



N/A



N/A



N/A



N/A



N/A



N/A



N/A



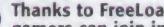
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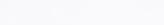
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N/A



N/A



N/A



NEWCASTLE-BEATING GOAL IN THE INTRO

PRO EVO? WEE6 was released on the PS2 in Japan and ported to the UK as Pro Evo 2, but this game is WEE6: Final Evolution. Think of it as Pro Evo 2.5.

Well, if it were Becks, it'd be a certainty, right?



Believe your eyes. Konami Tokyo's champion series has finally landed on a Nintendo console!

**SIMULATIONS** of the world game constitute one of the few genres in which the GameCube has thus far failed to deliver. We can state emphatically that this is no longer the case. As GameCube owners, we now have a world-beater of a football game. Konami Tokyo shoots... "Gooooooooooooaaal!"

Right from the very first kick-off you can just sense that this is a bit special. The ball feels perfectly weighted and it moves just as a real Fevernova does on real grass. How the bladder moves, of course, is the single most

important factor in determining whether or not a soccer game succeeds. No joke. And in *Winning Eleven 6: Final Evolution*, it moves precisely as would a real size five.

But the ball is only one third of the equation; the players and the pitch must also be spot-on. The *Winning Eleven* series has always boasted silky animation, but in this version the player animation is exceptional. You'll see them stumble, you'll see them fall; they even show disappointment when things don't go their way. Intricate footwork is clearly visible and eminently lifelike. Overhead kicks,

diving headers and all the other flicks and tricks (and there are lots of skills that can be pulled off) are animated in such a way that by glazing your eyes it's possible to dupe yourself into believing that you're watching a match broadcast on TV, and the basics are just as polished. Players run and kick just like their real-life counterparts.

The animation, however impressive for the most part, does just occasionally disappoint – the odd missing frame holds *Winning Eleven 6* back from perfection in this regard. Still, the tremendous variety compensates for these infrequent



Check out the stadium. You'll recognise all of them instantly, such is the detail

"AS GAMECUBE OWNERS, WE NOW HAVE A WORLD-BEATER OF A FOOTBALL GAME"

## MODUS OPERANDI

YOU UP FOR THE CUP?

If you're like us, believing that multiplayer is where it's at and that single-player sports games should be reserved exclusively for anoraks, then you'll no doubt spend most of your time playing friendlies and tournaments with your like-minded chums. However, Konami has kindly prepared a range of modes geared specifically for solo play.

For club sides there's the Master League in which you strive to take the club side of your choice all the way from Division Three relegation battlers to Division One champions. There are Cups to enter, too. For national teams the African Nations' championship is replicated, along with the European Championships and an Americas Cup of sorts, as well as the World Cup and an International League. In the International League you can select your opponents and rig everything just as you like. Success in all these modes is rewarded with new teams and such-like. But crank up the CPU level and you'll find that winning is easier said than done...



The best players make good use of the on-screen radar



Some beautiful set-pieces can come from corners





 Poor Scholesy... he's all depressed now...



A screenshot from the video game FIFA 13. The player character is visible on the left side of the screen, wearing a dark blue and red kit. The background shows a football pitch with green grass and a stadium filled with spectators under a clear sky. A small digital interface at the bottom right corner displays the number '100'.

 Nice ponytail you've got going on there. Footballer's haircuts, eh!



**VARIETY IS THE SPICE...**

**...AND FINAL EVOLUTION, LIKE REAL FOOTBALL, HAS IT IN ABUNDANCE**

If you want to play as Canada, you can. If you want to see Jose Luis Chilavert step up from his goal to take a free-kick for Paraguay, you can. Goodness, if you long to match up Santos and River Plate to play out a likely Copa Libertadores Final, then go right ahead. Yep, *Winning Eleven 6* has a comprehensive selection of club teams and national sides, each featuring real-life players. In total there are 56 national teams to choose from, though nine secret teams are also in there. On the club front, there are 40 sides from around the world. Pommie Premiership ambassadors are Manchester United, Arsenal, Chelsea, Liverpool, West Ham(?), Newcastle and Aston Villa(??). Quite how the Hammers and Villa got in there is anyone's guess. The selection of stadiums is equally impressive. You can play in the San Siro, at Highbury or Old Trafford, at the Nou Camp or even at the Yokohama stadium in which Brazil triumphed over the Germans last July. All this choice combines to give a detailed reflection of the world game. And every last detail is there from the fireworks in the Italian stadia to the bald patch on Zidane's noggin, and even through to the terraced houses that are visible from inside Highbury. Nice job, Konami!

ed over  
to

# YOU WHAT?

# TURNING JAPANESE

**JAPAN**  
One warning for those who consider importing this beauty — it's almost entirely in Japanese. Menus, team sheets, options... just about everything.

 There's a great sense of momentum in the game



misdemeanours. *Winning Eleven's* gameplay system has been honed over the years. The current format is unsurprisingly the one that best fits the game. Considering that this is the first *Winning Eleven* game on a home Nintendo console however (a J-League version of *Winning Eleven* was released for the Game Boy Advance last October), and that the GameCube pad is of a peculiar design, it's surprising just how successfully the controls have been translated from the PS2's Dual Shock. As it happens, the GameCube controller's analogue stick offers perfect control – in some ways surpassing the level of control that is afforded by the Dual Shock's stick. The C-stick is also utilised, quickly kicking the ball in the direction inputted. This is great when you're in the middle of a scrap for the ball and suddenly find

it at your feet. Holding the R trigger causes the player under your control to burst into a sprint, while the L trigger maintains closer control by sacrificing some speed of movement.

Other controls are more obvious in effecting passes and shots of different types and also slide tackles and blocks. You can do everything/anything possible within the laws of physics. And cleverly, *Winning Eleven* encourages the combination of different commands in order to pull off more moves and kicks than it initially appears are available. Rest assured, in practice it all happens naturally... wonderfully so. What's more, all the action can be viewed from pretty much whichever angle you find to be most conducive to good football. You can even play vertically, à la *Kick Off*, if you so

desire. For our money, the standard 'TV' camera is just about perfect (we go for the most zoomed out camera possible to get the biggest visible area of pitch).

Superficially, *Final Evolution* doesn't disappoint. Presentation is admittedly little more than functional, though menus are clear and pre-match cut-scenes are well shot. Visually *Final Evolution* is not a stunner like *Virtua Striker 3*, but it does look more impressive than *FIFA* and *ISS*. It has a certain dry quality, however – evidenced in its pitches and stadiums, particularly – that distinguishes it from the crowd. *Final Evolution* doesn't just play like real football – it resembles it too, and amazingly, it sounds like it. Crowds chant and cheer, boo and hiss, in good spirit or bad, and it's always obvious exactly

**PLAY IT AGAIN:** Not only can replays be viewed from every angle and at any speed, but they can also be archived for future viewing.



what they're shouting about. Man, even Jon Kabira and Tetsuo Nakanishi are up for it (see 'Not Martin Tyler!'). Plus of course, all the current statistics and squads are in place. However, one of the best things about *Final Evolution* from the perspective of united statisticians and gaijin, is that so much of it can be edited. Players, teams, kits, and names... you can edit the lot if you're that way inclined. So is there anything wrong with this game? Erm... no.

There you have it. You could of course add extra features/modes/teams/stadiums to what's already here on this little disc, but as for the game at the core of it all, well, it would be very hard to improve it. In multiplayer, the strength of *Final Evolution*'s gameplay really comes to the fore. With four pads, you can play two versus two, one versus three, or four against the computer! All

of you will be fully in control, yet matches are nearly always eventful and never less than thoroughly entertaining, not because of dodgy CPU interaction, but thanks to the fact that anything can happen. Every match is a fresh canvas on which you can stamp your own style of play. *Winning Eleven* is about being creative, and as anyone who's ever played with Lego can attest, our creative instincts when satisfied leave us feeling most rewarded.

As an import, *Winning Eleven 6: Final Evolution* is well worth investing in. Okay, you'll have to navigate menus full of Japanese script, but without a PAL release in sight there's no reason to let that put you off. If there's one reason to get a FreeLoader (unless you already have an imported 'Cube of course) then *Final Evolution* is it. What a game!

JONTI

"IF THERE'S ONE REASON TO GET A FREELOADER, WINNING ELEVEN IS IT!"

## NOT MARTIN TYLER!

WE PREFER OUR MATCH COMMENTARY JAPANESE STYLÉE, THANKS VERY MUCH!

*Winning Eleven 6* is a Japanese series, made by the Japanese for the Japanese. It's no surprise then that *Final Evolution* features a duo on the mics that go by the names of Kabira and Nakanishi. Jon Kabira is Japan's equivalent of Martin Tyler, while Tetsuo Nakanishi is their Les Murray. But although the two duos speak different languages, it's easy to ascertain which team does the best job of conveying the thrills of a great game to the viewers' ears — Kabira and Nakanishi are the tops! They add so much to proceedings. From Nakanishi's hysterical protestations over free-kicks not given, to Kabira's 20-second-long lung-bursting cries of "Gooooooooooooaaaall!" Frankly, you'll understand only half of what they're saying — because 'free-kick', 'shoot', 'throw-in' and the like are pretty universal — yet you'll enjoy their comments far more than Tyler's depressingly flat tones. Kabira and Nakanishi really know how to get into the mood. Good on 'em. (Check out Nakanishi-san's Web site at [www.tetsuo-n.com](http://www.tetsuo-n.com).)



Do you really need to wear lipstick for football commenting? Don't think so actually

## CUBE VERDICT WINNING ELEVEN 6

BEAUTIFUL, JUST LIKE THE BEAUTIFUL GAME



### VISUALS

Impressively crisp and richly textured with lifelike player animation.



### AUDIO

Kabira is maybe the most passionate commentator you'll ever hear.



### GAMEPLAY

This is football. It's an absolute joy to play.



### LIFESPAN

Tons to do in single-player, but it's in multiplayer where WE really excels.



### ORIGINALITY

Some great little touches in-game, but it is still a football game.

### ALTERNATIVE

The best arcade football game out there if you prefer all-out action to considered play.

VIRTUA STRIKER 3

## 2ND OPINION

GOAAAALL! "PS2 owners, quit with the jibes already. *Pro Evo 2.5* is on the GameCube and it plays like a dream. With this and *VS3* for my arcade kicks, I'm in heaven"

CHANDRA

## FINAL SCORE

9.2

ALL THINGS CONSIDERED, THIS REALLY IS THE BEST SOCCER GAME EVER.

Baby it don't matter if  
you're red or blue!

DID YOU KNOW: CHUMPS BOUGHT MULTIPLE COPIES OF THE DREAMCAST

## OLD-SKOOL

### 32-BIT WONDER

The 'Layer Section Attack' is very reminiscent of the Saturn game Layer Section (funny that), as you can see from the screenshot of this ancient game.

## CUBE

### INFORMATION

IKARUGA

PUBLISHER: ATARI

DEVELOPER: TREASURE

PRICE: \$99.95

ORIGIN: JAPAN

PLAYERS: 1-2

LEVELS: 4 BLOCKS

### STATS

■ 5 LEVELS

■ MASSIVE BOSSSES

■ 3 DIFFICULTY LEVELS

■ SPECIAL NET-RANKING FEATURE

TOTAL RATING:

APR '03

OUT NOW

APR '03



## CUBE STAR GAME

The frantic action is so addictive as  
you know you can always do better



The best plan is to keep your eye on your ship rather than the rest of the screen

# IKARUGA

Arcade action on  
the GameCube!

If you've ever had any interest in shooters, you'll know about the internet hype that surrounds a game called *Radiant Silver Gun*. A popular Saturn game created by the Japanese company Treasure that achieved cult status for its unusual take on the genre and its stunning graphics. If you're looking to buy a copy, be prepared to part with about \$400. Having played it ourselves, we think it's a tad overrated. However, its unofficial sequel is an absolute stunner, and what's more, it's successfully made the move from the Dreamcast to GameCube.

It may look like a simple shooter on the surface, but what makes *Ikaruga* such a joy to play lies in the unique colour-change mechanic first experimented with by Treasure in the game *Silhouette Mirage* on the Saturn. Simply put, there are two types of bullets being fired at you; red and blue. At the press of the A button your ship can change its own colour, allowing you to 'eat' bullets of the same colour, as it were. Although initially this may make it

ORIGINAL, HOPING IT WOULD BECOME SOUGHT-AFTER IN TIME. HA-HA!



# RUGA

slightly easier than most shooters, it's evident even as early as the middle of the first level that this causes the bullet patterns to be more puzzle-like in fashion, rather than the usual 'duck and weave' execution of most shooters which require very little thought outside of good reactions. This isn't where it ends though. For one thing, the colour of your ship dictates the colour of the bullets you fire – and if you fire a blue bullet at a red ship, or vice-versa, you're going to cause more damage than if you fire blue at blue. This will call for a lot of last-millisecond switching in certain stages. The other thing to take into account is that the more of a certain colour bullet you 'eat', the more powerful your special attack will be once released with the right shoulder button. This is referred to as the 'Layer Section Attack' in some circles – a homage to the seminal Saturn shooter of ye olde days.

The other element that makes this stand out is the exclusion of power-ups. No longer will you use a continue and return with below-par weaponry. This takes a huge amount of frustration away from the shooter formula, and makes two-player games far friendlier. No doubt



**'IT'S VERY  
HEARTENING  
TO SEE THAT  
NONE OF THE  
ARCADE  
FEELING HAS  
BEEN TAINTED  
IN THE HOME  
CONVERSION'**

**MULTI-TASKING** Only four people worked on this game. They all had multiple jobs, for instance, the background designer also composed the music!



## Different strokes for different games

Ikaruga breaks many traditions of the genre. One of the main points that you start to recognise after a while is that very few of the enemies actually fire at you and instead you regularly lose ships by failing to avoid background elements or massive lasers firing from walls and suchlike. It's also much more down to trial and error and remembering what's coming up than most other shooters. Curiously though, once you've got a level nailed down in your head, the lack of reliance on your reactions makes it a relatively easy game to go through.





**DISC OF DELIGHT:** *Ikaruga* was originally an arcade game, running on the Naomi GD-ROM arcade board. One of these would now set you back a few grand!



Bullets, lasers and electrical pulses – you're having a laugh!



## TWO BY TWO

### IT'S PARTY TIME

The Two-player mode hasn't just been thrown in. Having the ability to change colour and eat bullets offers a multitude of tactical opportunities, from protecting other players to working as a team on certain bosses that would usually take you twice as long to finish off. The only problem is that you can actually bump each other about with your ships, which is odd to say the least.



Annoyingly you can knock each other about in 2P mode



Most bosses shoot out both colours at the same time, making for some extremely tight battles



**"EVERYTHING IS  
POLISHED TO UTTER  
PERFECTION"**

there will still be people out there who are unconvinced. Surely a simple game where you scroll upwards shooting the bad guys is going to get boring at some point? Well, yes and no. It depends on how you play the game. For those who just want to get to the end of the fifth level, this will get old fast no matter how nice some of the set pieces are. If, however, you prefer to go for a hi-score then a whole new game will be opened up for you.

You see, in order to rack up the big numbers, you have to perform combos. This is done by shooting three enemies of the same colour in a row. You can shoot three red, three blue, or three blue, then three blue again – the order in which you shoot them doesn't matter after each group of three. It sounds simple, but try doing it with enemies flipping up, towards and across at you

while flicking through your colours and avoiding bullets at the same time. This is where the game goes from being quite challenging to absolutely insane. Then try it in hard mode. Easy mode allows you to kill enemies without a second thought. In normal, killing an enemy with their colour will cause them to release 'suicide bullets' of that colour, but in Hard mode they will release 'suicide bullets' of random colours. Madness.

There are many memorable moments over the five levels of *Ikaruga* and this is what makes it so special. On one stage you'll be chased by a massive ship as rods close in around you which you have to weave through, and in another you'll be too busy concentrating on moving crates flying your way to worry about bullets heading in your direction. Even if you're just playing to get to the final boss you'll appreciate the design, but

Argghh, run away! If only it were that easy

## PERFECTION

### SHOW ME HOW

It's worth unlocking everything in the Conquest mode. The computer will play through the levels perfectly, showing you how to get the highest scores.



As if avoiding enemy bullets isn't enough you also have to get out of the way of flying crates

only by playing with scoring in mind will you appreciate just how clever the levels are. The pacing, the enemy patterns, the set pieces, the bosses... everything is polished to utter perfection. It comes across as a very thoughtful game. It's also extremely heartening to see that none of the arcade feeling has been tainted in the home conversion. It has the proper introductions and tutorials complete with animated stick and, even better, when you've run through your credits the continue screen will still count down to zero. You have to be careful not to find yourself trying to stick a pound coin into your table. It really is quite wonderful, and will make anybody who was raised in filthy buildings filled with spotty teenagers pumping 20-pence pieces into machines smile. This attention to detail is prevalent throughout the entire game.

For everyone who already owns it on the

Dreamcast, it's worth noting that there are a couple of extra features – although nothing worthy of buying it all over again. Conquest mode allows you to play through previously completed levels in slow motion or watch the computer finish the levels absolutely perfectly, while Challenge gives you three lives and dumps you straight into the game in normal difficulty mode. After you die you're given a code which you can enter online at Atari's website to see how you rank in the world.

The bottom line is that this is one of those rare games that's beyond criticism. It plays beautifully and gives you the opportunity to become one with it – provided you're willing to put the hours in. Try playing it at 3am and you'll see what we mean. The best shooter in years, and a worthy purchase for anybody who owns a GameCube.

GARY



## SONY FLIPITRON

### WHAT TVs WERE MADE FOR

Take one friend, two modified bucket seats and one large TV flipped onto its side. This is the proper way to play *Ikaruga* – using the whole screen to play in. If you don't, you'll get horrible black borders on either side of the play area, which look awful. Although dangerous-looking, all you have to do once you've flipped your set is leave it for ten minutes before turning it on again, otherwise everything will be displayed in a sickening shade of pale pink. **CUBE** takes no responsibility for any damage that occurs as a result of the aforementioned actions though!



## CUBE VERDICT

### IKARUGA

STUNNING TO LOOK AT, ADDICTIVE TO PLAY

### 2ND OPINION

**IK-A-WHO-GA?!** "I missed out on this when it hit the Dreamcast, but now I'm absolutely hooked. Classic addictive arcade action, all on your GameCube"

CHANDRA

### FINAL SCORE

**9.0**

AN UTTERLY ESSENTIAL SHOOT-'EM-UP FOR GAMERS EVERYWHERE.

### ALTERNATIVE

There's not much shooting involved but if you're looking for addictive arcade gameplay, this is it.



**SUPER MONKEY BALL 2**

## Hit the dirt track

DID YOU KNOW: IF STACKED, THE WASHERS IN AN IMPREZA SSS REACH



The cockpit views (or 'gamers' view,' as we call it) are always the most exhilarating



# RALLY CHAMP

### CUBE

#### INFORMATION

##### RALLY CHAMPIONSHIP

PUBLISHER: SCI

DEVELOPER: WARTHOG

PRICE: TBC

FORMAT: UK

PLAYERS: 1-4

BLOCKS: 2 BLOCKS

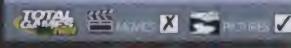
#### STATS

■ OFFICIAL CAR LICENSES

■ SUBSTANTIAL CAREER MODE

■ FOUR-PLAYER SPLIT-SCREEN

■ REALISTIC DAMAGE



OUT NOW

TBA

Q3 '03



Long easy left,  
hairpin right, maybe!

#### IT'S AMAZING

how a system can be devoid of a certain genre without any publishers seeming to notice. Take, for example, rally games. The GameCube has one and it's rubbish – gamers would lap up even a half decent attempt. How difficult would it be for the big publishers to give us a port of *Shox*, *V-Rally* or *Colin McRae*? Not very difficult, so why are we in a position, nearly a full year after launch, where we have none worth playing?

SCI to the rescue then. After the appalling attempt that was Ubi Soft's *Pro Rally 2002*, things can only get better, but that doesn't mean we're going to lower our standards. *Rally Championship* is an update of last year's PS2 title. Rather than a direct port, developer Warthog has spent some time improving the textures, addressing the handling and raising the frame rate. These improvements are nice enough; the game runs at a constant 60fps and does look nicer than the PS2 version, but considering the original looked no better than a DC title, this isn't saying much.

As with many racing games RC starts off very slowly. Career mode allows you to take part in local rallies, earn money and buy a car before taking part in the



The sunsets look nice but when you look closer you notice they're really grainy

OVER TWO METRES IN HEIGHT

MULTIPLAYER FUN: Playing against three other mates is the only way to enjoy this game. Why didn't the developers build on this element a little more?



Night-time races in Lapland – not much fun when you smash your lights in...

# RALLY CHAMPIONSHIP

Championship. The first set of cars available to you are the slowest known to man. Some of the courses may take up to six minutes to get through, and being solo affairs they can get extremely tedious. Once you have enough money for the faster cars the game starts to get more interesting, and once you get to know the courses you can get some real speed going. No matter how fast you drive though, it's never enough to make the game very exciting. This is mainly down to the fact that *Rally Championship* doesn't really know what it wants to be. The simplistic, arcade-style handling just doesn't sit well with the realistic damage and structure of the game. Want to be an arcade rally game? Fine. Get rid of the damage and stick some other cars in there. Want to be a sim? Keep the game as it is but for crying out loud, make the car handle like a car.

If RC sits on the fence in terms of handling, it lies with its face in the mud in terms of audio. Never have we heard such a lame attempt at recreating sound effects. The crowds, sheep, wind and water all sound like they've come from a 50p effects sampler CD. The co-driver sounds like he's half asleep and quite often the cheering crowds are louder than he is so you can't hear him anyway. The

music is diabolically bad – you'd expect better from a ten-year old. Terrible, terrible, mind-numbing 'tunes' that are outclassed even by local radio adverts.

Anyway, must try to forget that bit. There are three main reasons for you to buy this game:

- 1) It's not totally rubbish
- 2) It's cheaper than most other games.
- 3) It has a fun four-player mode.

It's this last selling point that really adds to the experience. Fresh from the disappointment that is racing against a clock, three other human opponents battling it out, flying left, right and centre provides a marvellous example of how much fun the game could have been. Sometimes the frame rate gets a little choppy but most of the time it's a decent enough 30fps.

Despite having gone off on one a little in this review, the fact remains that *Rally Championship* is the only four-player rally game the GameCube has. It's not actually that bad a game, and it really depends on how desperate you are for a rally game. If you are and you've got some spare dollars, you'll enjoy this for a while... buy it, complete it, then exchange it for *Dakar 2*.

CHANDRA

**"THE MIND-NUMBING 'TUNES' ARE OUTCLASSED EVEN BY LOCAL RADIO ADVERTS"**

## EVERYWHERE YOU GO...

### YOU ALWAYS TAKE THE WEATHER WITH YOU

To test all your driving skills, *Rally Championship* pits you against variable weather conditions and visibility. The British courses greet you with driving rain and fog whereas the African courses catch you out with midnight races. The real-time damage really comes into play at night – drive like a maniac and you can say goodbye to your headlights... which as you probably imagine isn't very useful in a pitch black desert. The Lapland courses are covered in ice and snow. A difficult enough combination on their own, but night races here are the stuff of nightmares.

Components of your car can be altered to deal with the terrain on offer but you'll have to know the tracks reasonably well for your efforts to be anything other than random guesswork. Once you do know the tracks, altering the suspension and tyre compound is essential if you're to succeed.



A clear sky and tarmac under your wheels is the way to go

With one light gone you'll have to be extra careful on the corners

## CUBE VERDICT

### RALLY CHAMPIONSHIP

ABOVE AVERAGE RACER WITH NOTABLE FLAWS

#### VISUALS

Upgraded from the PS2 version but still very basic and Dreamcast-esque

#### AUDIO

An insult to music-lovers and composers. It'll give you a headache.

#### GAMEPLAY

Good fun at times, tedious at others. Four-player saves the day though.

#### LIFESPAN

Lengthy enough Career mode, but it's unlikely you'll play through it.

#### ORIGINALITY

Erm... it's a rally game that doesn't really know what it wants to be.

#### ALTERNATIVE

What a rally game should be. Turned up late in the day this month to show RC up for what it is.

#### DAKAR 2

Reviewed: Issue 7

#### 2ND OPINION

**SLIP 'N' SLIDE!** "This would have been the best rally game on the GameCube had *Dakar 2* not turned up this month. Now that would have been bad."

GARY

#### FINAL SCORE

**6.8**

WITH DAKAR 2 ON THE SHELVES IT'S HARD TO RECOMMEND THIS TO ANYONE.

## THE LAB

CARRY ON  
DOCTOR

The hub of the game is Muto's lab. Strangely it remains intact and anchored to the half acre or so of his planet he didn't accidentally vaporise.



The stun ray is essential for incapacitating armoured baddies

## CUBE

## INFORMATION

## DR MUTO

PUBLISHER: MIDWAY

DEVELOPER: IN-HOUSE

PRICE: \$99.95

ORIGIN: US

PLAYERS: 1

MEMORY: 5 BLOCKS

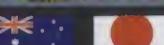
## STATS

22 LEVELS

6 CREATURE TRANSFORMATIONS

CLASSIC PLATFORM INGREDIENTS

BE A MAD SCIENTIST



MAR '03



TBA



MAR '03



We don't need no doctor

## DR MUTO

He's the one who makes ya feel alright



**"POOR OLD DR MUTO FAILS TO ENGAGE YOU IN ANY WAY"**

## TAKE A COMICAL

cartoon character, baste in a variety of environments including burning lava and slippery-slidy ice levels, add a generous sprinkling of runny-leapy/zappy action and allow to simmer in a development house for 18 months. The result – the perfect platform game. Ahem... not. How long ago did *Mario 64* come out? That's right. 1996. That's seven years ago. Or, to give it some more perspective, more than the duration of the Second World War. Have we learned nothing in that time? Actually we have. It seems however, that a lot of publishers haven't, hence we continue to be presented with games like *Dr Muto*.

There's nothing especially wrong with it per se. It makes all the right platform noises. A mad professor is a nice starting point, there's a variety of baddies to blat, each of which requiring a slightly different technique to dispose of them, and so on and so forth. The problem is that hours into the game you're still waiting for it to surprise you even though, deep down, you've long since

given up the hope. The odd thing about *Muto* is that it never actually becomes fun. Even the most mundane platformers usually offer a mildly diverting alternative to staring at the wall, but poor old *Dr Muto* fails to engage you in any way. Playing it is so by-the-numbers that you slip into a kind of semi-comatose autopilot. The graphics don't help. A dreary colour scheme pervades the levels with nothing in the way of effects to perk things up. Explosions are dull, spot effects are run of the mill and many objects only appear when you're close to them. This variation on the draw distance effect can be deeply irritating as, from time to time, you'll find a piece of high ground that enables you to scan most of the surrounding area. Unfortunately, it's rendered largely pointless if important items don't show up because they're too far away.

The reason the doctor is on this quest in the first place is because he accidentally blew up his planet in a failed experiment (as you do) and now needs to travel round collecting pieces of



**EASY COME, EASY GOMER:** Gomers are harmless creatures that can be used to activate switches and open indestructible crates to reveal all sorts of goodies.



Negotiating deadly lava and chemical flows is rendered all the more tricky by patrolling nasties

terra and various radioactive isotopes in order to put things right. Or something. At the risk of stating the bloody obvious, the story matters little. Support is provided by your trusty computer, AL, a spoof of HAL from *2001* (do you see what they've done there?) that speaks in the same psychopathic monotone as its movie inspiration but comes with a highly overloaded sarcasm chip. AL offers help and advice from time to time and gives some context to the action.

In the grandest platform collect-'em-up tradition, assorted beasties are prowling around, their sole purpose in life being to biff, chomp and frazzle the doc, relieving him of the hearts that constitute his health bar. This can be topped up by smashing medical crates and collecting the goodies they contain. The baddies themselves offer some variety. Dr Muto has two attacks at his disposal — a stun ray and a blaster. Some creatures can be blasted straight away, but others need to be stunned first. The stun ray can also be used a bit like a tractor beam, trapping nasties who can then be fired into a wall

to destroy them. It doesn't take long to figure out what's required and where, but it helps keep you on your toes.

Occasionally the camera flips to a 2D viewpoint for certain platform jumping sequences as seen in the likes of *Crash Bandicoot*, *Jak and Daxter* and *Rayman 3*, so no points for originality there, and these sections really don't add anything to the overall experience. They just seem to be there for the sake of it.

For all its generic predictability, it's the movement of the main character that lies at the heart of the game's problems. From a stationary position there's always a very slight pause after you move the stick before he responds, and when he is actually moving there's a slight level of inertia so you never feel you have full control. In itself it doesn't seem such a major flaw, but it's this that makes the overall experience ultimately unsatisfying. If there were anything else in there to make the game stand out you might make allowances, but as it stands *Dr Muto* fails to live up to any justifiable expectations.

MILES

## ANIMALIZE THAT

ENJOY A FEW CREATURE COMFORTS

Being a mad scientist, Muto has dedicated his life to constructing bizarre gadgets, one of which enables him to transform into various creatures. These become available as the adventure goes on and each has specific abilities that will help the Doc overcome certain otherwise impassable obstacles. For instance the mouse, at first the only transformation available, can fit through small gaps, while later on he'll be able to assume the roles of an ape and a fish among others.



## CUBE VERDICT

### DR MUTO

AS THEY SAY ON POINTS OF VIEW, WHY OH WHY?



#### VISUALS

Bland cartoon levels with washed out colours look totally uninspiring



#### AUDIO

Instantly forgettable. Some comic touches but little to get excited about.



#### GAMEPLAY

Many small niggles produce an experience that fails to grab you.



#### LIFESPAN

*Dr Muto* quickly becomes a chore rather than a challenge.



#### ORIGINALITY

Not a jot of originality. Everything has been done before, usually better.

#### ALTERNATIVE

Of all games, this needs no further explanation. Doesn't have the same magic as *Mario 64*, but still.

#### SUPER MARIO SUNSHINE

Reviewed: Issue 2



CUBE Rating: 9.4

### 2ND OPINION

#### DISAPPOINTING!

"Charmless characters and an extremely annoying camera conspire to make an awful game. Seems like it should have been better."

CHRIS

### FINAL SCORE

5.0

THE BAD THING ABOUT MUTO IS IT'S ALMOST IMPOSSIBLE TO THINK OF ANYTHING GOOD ABOUT IT.

## CUBE

## INFORMATION

## DAKAR 2

PUBLISHER: ACCLAIM

GENRE: RALLY  
ACCLAIM STUDIOS  
CHELTENHAM

PRICE: \$99.95

FORMAT: UK

PLAYERS: 1-2

LEVELS: 10 BLOCKS

## STATS

- THREE TYPES OF VEHICLE
- FORCE-FEEDBACK COMPATIBLE
- COOL GBA LINK-UP EXTRAS
- IMPRESSIVE CAR PHYSICS



14 MAR '03

TBA

APR '03



DAKAR 2

**MUD FLAP CITY:** Some of the European tracks are an absolute mud-bath. Combine this with driving rain and you're in for one hell of a ride.



↑ You can feel the handling immediately tighten up as you go from the sand dunes to tarmac

↓ The final race takes place on Dakar Beach and is probably the most straightforward track of the twelve on offer



There are three main classes of vehicle to choose from – cars, trucks and scramblers – with half a dozen or so different vehicles within each category. When playing through the entire event you'll go up against all three, and despite handling completely differently to one another the team has managed to balance the gameplay so that no one type is obviously preferable. For example, the Scramblers are more suited to taking hilly short cuts, but one knock and they'll go flying. The trucks won't be budged by anyone but you'll have trouble making them go anywhere other than the trodden path.

In a similar style to *SEGA Rally* you can overtake in the region of six vehicles in any given race, and despite the well-known 'good spirit' of the event it's way too tempting to slam opponents off the track. While there's no penalty for being violent, the game punishes you for driving recklessly with real-time damage. Acclaim has spent a fair chunk of time on this and

the results speak for themselves. Progressive knocks, dodgy landings and outrageous rolls all help to crumple your chassis. Damage to certain areas won't cause too much of a problem but losing the protection from your lights and engine is a different matter. Just above your Rev meter are damage indicators that change colour depending on their status. By the time they turn red, the state of your car will be all-too apparent and as your engine starts to go you'll hear it struggling. At this point you can simply press and hold Z to repair your car. An engine service takes one to two seconds whereas a total overhaul may take up to five seconds. It's kind of like a pit-stop but without the pits.

At the end of any given race your vehicle will reflect your driving skills and it's perhaps this inevitable destruction derby-esque end result that made Acclaim decide against going over the top with the vehicle models. While doing the job well enough (mudflaps being the standout feature), the models aren't exactly oozing polys and

## TWO, FOUR OR SIX?

### WHICH VEHICLE IS BEST?

There are three different types of vehicle to choose from – cars, trucks and scramblers. Your choice will be based mostly on handling preferences, but there are other factors to consider...



CARS



TRUCKS

The cars are basically 4x4s – Pejerros, Land Rovers and the like. Naturally all are fully licensed. The cars have the best of both worlds, sharing the off-road strengths of the scramblers with the brute strength of the trucks, but not excelling in either area. The cars also have a co-driver shouting out directions at you.

The trucks are all about momentum and pure horse-power. Nothing slows them down and they're just as happy going through thick mud or streams as they are driving on tarmac. Their weakness lies in the fact that they can't handle the bumpy short cuts as well as the competition. Trucks also come with a co-driver.



The bikes are extremely nippy and great for short cuts and big jumps. Drive into a rock or get nudged by a car and you'll go flying though. The main drawback with scramblers however, is that there's no co-driver for obvious reasons.

**"RACE ACROSS TERRAIN RANGING FROM STANDARD TARMAC TO THICK MUD TO VAST DESERT EXPANSES"**

## I'M LOST!

### WHERE THE HELL AM I?

Part of the event will see you crossing vast expanses, relying on your GPS to guide you through. A red arrow indicates which general direction you should be going to reach the checkpoint. The radar also shows any rock formations, and generally these are exposed just before a big drop. Ideally you should avoid these areas. All the drivers tend to go their own separate ways and the only times you'll see them is when everyone converges at the checkpoints.



The wheel-base is so heavy that trucks hardly ever tip over



**USE THE FORCE!**

Logitech is due to bring out the GameCube's first force feedback wheel next month and this is the way to really get the most from Dakar 2.

**RUMBLE**



**"YOU'LL STILL BE FINDING NEW AREAS AND NEW SHORT CUTS WEEKS LATER"**



*Gran Turismo 3* won't have to worry any time soon. In all honesty though *Dakar 2* doesn't demand polygon intensive models. What it needs is a car model that handles perfectly, and with its suspension model Acclaim has achieved just that. Only in the replays can you see how good the suspension is, but you can feel it in the game by the simple fact that you will know instinctively how your vehicle is going to react to every bump and landing. Knowing the abilities and limits of your vehicle is very important when it comes to short cuts, and in this area *Dakar 2* excels. The courses tend to be set in natural surroundings and so the things standing in the way of you cutting a corner are natural barriers. A river valley is obviously best crossed using the bridge provided, but a U-bend that meanders around sparse woodland is quite another



**IT TAKES TWO:** The multiplayer is great fun, especially with a scrambler against a truck. The two end up taking totally different routes.

**DOWN** The trucks have a crew of three – one to drive, one to shout out directions, and one to, erm, provide entertainment



matter. Knowing your vehicle will help you decide whether you can get through the rough and back on up the other side before the competition.

The short cuts, the handling, the weather effects and the varied terrain all come together to form a near perfectly balanced racer. More importantly though, it's a hell of a lot of fun. From the moment you pick up the pad you're straight into it. It's one of those games that comes to you instantly, yet you'll still be finding new areas and new short cuts weeks later. Then of course you have to remember that the rally will be very different depending on which type of vehicle you go with. On top of this you have the Arcade and Time Trial modes and the multiplayer. Oops, almost forgot the GBA link-up, but we've gone into depth on that elsewhere in the review. The only real gripes are technical ones.

The geometry and texturing are good but not out of this world. The frame rate, while trying its best to stay at 50fps, does suffer sometimes. On the whole though it behaves itself and the drops don't really affect the gameplay.

As it stands *Dakar 2* comes as a pleasant surprise after the poor original and will be a cause of celebration for rally fans. Pretty much everything you could ever want from a rally game is in there, with the exception of a two-player co-operative event. Now that really would put the icing on the cake. So finally, 18 months after the GameCube first hit Japan we get a great rally title. Those of you holding out for Mr McRae, listen up – with such low sales figures there's a good chance it will never happen, and we'll take this quality slice of gaming any day of the week.

**CHANDRA**



**UP** There are some great specular lighting effects in *Dakar 2*



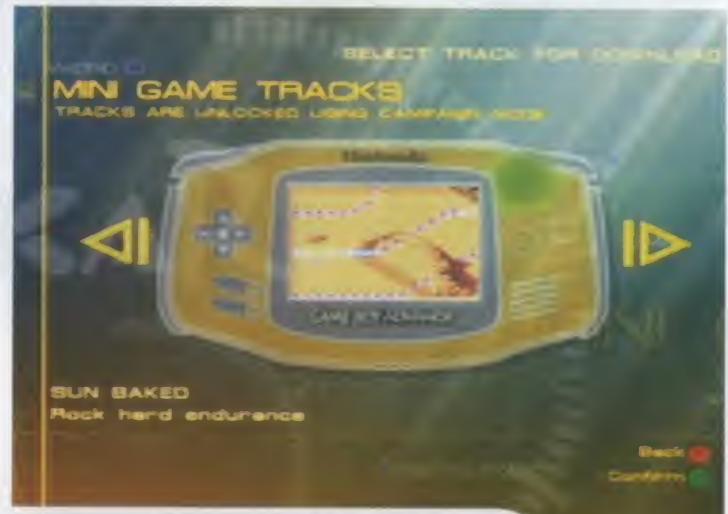
**UP** Check it out – you get a wicked little GBA *Dakar 2* game for free! Now that's what we want to see

**DOWN** It couldn't be simpler. Select the option and 30 seconds later you're in the game. Marvellous

## FREE GAME!

### EVEN MORE LINK-UP SUPPORT

As time goes on more and more developers are utilising the GBA link-up capabilities of the GameCube. Just recently both *Metroid Prime* and *Rayman 3* have used the facility, and now we can add *Dakar 2* to the list. By connecting a GBA without any game inserted you can choose to play a simple GBA version of *Dakar*. With five vehicles to choose from and several challenges to complete it'll provide a distraction from the intensity of the main game. We're amazed Acclaim bothered to do this – it's a whole game in itself, and hopefully other developers will take note.



## CUBE VERDICT

### DAKAR 2

A GOOD RALLY GAME? BELIEVE IT!

#### VISUALS

Great weather effects, exciting scenery but the vehicles could be better.

#### AUDIO

Nice music, great engine noises, and commentary from that Eurosport guy.

#### GAMEPLAY

Pick-up-and-play gameplay with plenty of options to keep you interested.

#### LIFESPAN

Won't last as long as a game like *GT* but it'll keep you happy for a while.

#### ORIGINALITY

The event makes it more original than most racers. Still a rally game.

#### ALTERNATIVE

A so-so rally title with moments of enjoyment. It's all a little bit bland though.

#### RALLY CHAMPIONSHIP

Reviewed: Issue 7



#### 2ND OPINION

**EAT MY DUST!** "I've never watched the Paris-Dakar rally on TV, but this game makes me want to. Great arcade rallying, and strangely atmospheric."

**GARY**

#### FINAL SCORE

**9.0**

FINALLY, THE GAMECUBE HAS A GREAT RALLY GAME. TOOK ITS BLEEDIN' TIME!

## NBA 2K3

PUBLISHER: INFOGAMES

DEVELOPER: SEGA

PRICE: \$99.95

DISTRIBUTOR: US

PLAYERS: 1-4

MEMORY: 251 BLOCKS



## Net, ball



↑ Slam dunk the funk, gotta get up, I've got dat feeling...



↑ Looks pretty much the same as every other basketball title, right?



↓ What is it with games and day-glo green this month



## NBA 2K3

## Reality bites...

**NBA 2K3 IS** undoubtedly the GameCube's most realistic basketball game. The 2003 update contains not only the addition of C-Stick passing, but also includes improvements to the passing mechanics themselves and tweaks the previously irritating percentage of shots that actually scored. Additionally SEGA — the US publishers of this all American title — has acquired an ESPN license featuring all the players of the NBA and some competent sportscaster commentary.

*NBA 2K3* is steeped in an almost dour regard for the rules and practices of the sport of basketball. There are no somersaulting dunks, no outrageous steals and there's definitely no smashing of the glass backboard. Instead, this game plays very much like the real thing — perhaps too much so.

*NBA 2K3* is a genuine basketball simulator. The main Franchise mode sees you play not just an entire season, but also the off-season. You'll train your team, trade your players and also scout for new talent. To hard-core B-ball fans this could well be riveting, but what if you just want a quick game?

Well, yes, there are modes that you let rush out on court, but bear in mind you'll be playing a very straight-laced game of basketball. *NBA 2K3* rewards only patience and perseverance. Aggressive defence is penalised, an officious shot timer and referee are ever present, and three-point shots and dunks just won't go in unless you've set them up nicely.

In fact only about half your shots end up scoring (like in real life), emphasising the need to play cagily and using the entire court to stretch and open up the opposition. While this is obviously very competent as a recreation of the ebb

and flow of the real game, it's a style of play that ultimately lacks fun. Defence is an exercise in shadowing the opposition and attacking too often lacks pace and real satisfaction.

Whereas sports games normally overcome such drawbacks via multiplayer modes, because of its deep simulation style, this doesn't apply here. If you're after a well-polished and accurate basketball simulator for solo play only, then *NBA 2K3* is a good choice, but most people will be better off going for *NBA Street*.

BYRON



↑ Americans are silly for basketball, but are you?



## CUBE VERDICT

## NBA 2K3

IF YOU WANT TO PLAY BY THE BOOK

## VISUALS

Good animation, presentation and character models. Nice throughout.

## AUDIO

The commentary falters a lot less than many other sports games.

## GAMEPLAY

Serious and accurate, but is that what you want?

## LIFESPAN

Multiple game modes, expansive options and season-long campaigns.

## ORIGINALITY

Merely builds on and improves the previously decent *NBA 2K2*.

## FINAL SCORE

6-0

PROOF THAT SOMETIMES  
SPORTS GAMES NEED A LOT  
LESS REALISM.

**CUBE****INFORMATION****SUMMONER: A GODDESS REBORN****PUBLISHED:** THQ**DEVELOPED:** VOLITION**PRICE:** \$99.95**RATING:** US**PLAYERS:** 1**GENRE:** 5 BLOCKS**FORMAT:** PC, XBOX, PS2, GameCube, PSP, DS, NDS, PSP, DS**OUT NOW:** AUSTRALIA**TBA:** JAPAN**OUT NOW:** USA**Hack, slash and burn!****SUMMONER  
A GODDESS REBORN**

You might want to wear more than just a bra, missy



The game starts out aboard a cargo ship and throws you straight into the action



**"THINK OF IT AS PSO I+II, THOUGH NOT AS GOOD AND NOT ONLINE"**

**An action RPG without the chit-chat?**

**GAMES SUCH** as *Final Fantasy* have a massive following, but there are many more people who would jump on the bandwagon if only it weren't for the reams of text and complex stats screens. That's where *Summoner* comes in – a straightforward action RPG where you hack and slash your way through enemies that you can actually see. Sure there are cut-scenes, and there's a story line, but they're only there in order to zip areas together.

The basic story sees you assuming the role of the Queen of Halassar on a quest to become a goddess. You can hack, slash, cast magic and summon giant monsters throughout your journey and

along the way you'll also pick up allies who'll join your quest.

From this brief description everything seems hunky-dorey, but sadly in practice the game leaves a lot to be desired. It's been improved in the transition from the PS2, but it's still on the lower end of the GameCube graphics ladder. Low polygon count, blurry textures, blah, blah, blah. The animation too is quite basic – almost clunky, and the camera angles are extremely annoying.

Despite all this it's still fun for a while given the nature of the game. Think of it as *PSO I+II*... though not as good and minus the online features. Make of that what you will.

CHANDRA

**CUBE VERDICT****SUMMONER****AN ACTION RPG THAT FAILS TO IMPRESS****VISUALS**

Improved from the PS2 but still very basic in appearance

**AUDIO**

Pretty average really. Nothing special to mention

**GAMEPLAY**

Hack, slash, cast a spell, move on. That's it really.

**LIFESPAN**

A decent-sized adventure, if you like this sort of thing.

**ORIGINALITY**

Very similar to many other games of this type.

**FINAL SCORE**

**6.0**

**YOU'LL HAVE TO BE A BIG FAN OF ACTION RPGS TO GET ON WITH THIS.**

## Defenders of the earth!



It really is a GameCube screenshot, believe it or not



## CUBE

## INFORMATION

## DEFENDER

PUBLISHER: MIDWAY

DEVELOPER: IN-HOUSE

PRICE: \$99.95

GENRE: US

PLAYERS: 1-2

MEMORY: 4 BLOCKS

## STATS

■ REMAKE OF THE OLD CLASSIC

■ EARN UP TO SIX SHIPS

■ BUY WEAPON UPGRADES

■ RTS ELEMENTS TO CONSIDER.

TOTAL TIME: 10 HOURS

MOVIES X

PICTURES

OUT NOW

TBA

OUT NOW



## DEFENDER

A 3D update of a 23-year-old arcade game? Uh, great...

## IMAGINE

sitting in a square grey room. The walls are grey, the floor is grey and the ceiling is grey. There is a table in the middle of the room. It is grey. On top of this table is a grey piece of a paper, and written on it in a slightly darker shade of grey, a plan of the Canberra bus routes. Emitting from some hidden speaker is the sound of a saxophone that's capable of producing only one note. You are wearing grey Ug Boots. The only way of escaping is to memorise what's on the piece of paper. Sound dull? Try playing *Defender*...

At first things don't seem too shabby. As you probably know, it's based on the ancient arcade game in

which you flew around at great speed rescuing people and blowing things up. The good news is that this has been retained. Your ships (of which you can unlock six) are fast and manoeuvrable and you can buy weapon upgrades for each of them. The levels are quite large and there are plenty of them. There's even the faint whiff of an RTS element in there, but the sad truth is that everything is just so, well... dull.

You start off doing training missions where, predictably enough, you fly through hoops. Once these levels are mastered you enter the real missions where a narrative accompanies your journey through the solar system and your efforts to destroy the Manti, an



## RESCUE ME

## THREE'S COMPANY!

You can rescue up to three people at the same time, and they will cling on to your wings. How the middle one survives is a mystery, though.

The dullness of the explosions fits well with the bland backdrops



## CREATING THE ORIGINAL DEFENDER

**LOCKED AND LOADED:** Your craft can carry up to four weapons. These can be upgraded to offer you a choice of eight. Switch between them using the B button.

The red mist will descend if you spend 40 quid on this!



**"TARGETING A SPECIFIC ENEMY IS A PAIN AS IT'S SO EASY TO OVER-COMPENSATE"**

alien race bent on the decimation of the human population. In order to do this you can blast away at the flying menaces, or move humans about (fly over them and they'll cling onto your wings, which is a nice touch) and take them to certain areas. In return they'll create ground units such as missile launchers and tanks which you can then move around at your leisure. The problem with this is that the controls are over-demanding. The boost/brake actions being mapped to the same shoulder button is an interesting idea and works extremely well (hold up to the click to accelerate, push all the way in to stop) but targeting a specific enemy is a pain as its so easy to over-compensate and end up shooting wildly in the wrong direction.

The idea of using rescued people to help you is a good one and the translation from 2D to 3D works well for the most part, although it has to be said that it does look like an old PC game in places. What isn't good though is the terrible music. Droning techno with no flair or substance and sound effects that

grate. Not only will this have you holding your face back from jerking violently into the TV screen, but the over-fiddly controls will have you on your knees howling at the proof that there is no gaming god after all. A little dramatic maybe, but as the old *Fisherman's Friend* adverts used to say, 'suck it and see!'

A lot of this was true for the original too. As much as it is worshipped by the Internet brigade, compared to the likes of *Space Invaders* and more importantly, *Pac-Man* (which came out in the same year as *Defender*) it's just not as fun. It was too fast and too uncontrollable to be truly enjoyable. There – its been said. It had to come out at some point!

Decade-old games aside though, this offering suffers from a lack of any true excitement and you really won't care whether you win or lose. The narrative is boring, it looks like an old PC game, the FMV is juddery, the story a no-brainer and the controls fiddly. In fact, there is a deeply average feel to everything – from the menu screens onwards. Totally lacking in excitement and soul.

GARY



Two-player mode lets you work co-operatively or fight it out in a dogfight

You'd be hard-pushed to find a more simplistic game design in this day and age



## IT'S THE DOGS

### MULTIPLAYER FUN

For those wishing for some co-operative play, look no further. Two players can hook up and go through the game split-screen style, or if you're feeling a tad more aggressive, you can always have a dogfight. Unfortunately the dogfight mode offers very little of interest. Still, co-operative play can be fun if both players know what they're doing.



Choose your ship carefully. Actually you may as well choose at random as you won't really care what happens

Generally two-player modes are the icing on the cake, but if you put lipstick on a pig it's still a pig, as Rodney Marsh said



## CUBE VERDICT

### DEFENDER

#### IT AIN'T GOT NO SOUL



##### VISUALS

Scrappy backgrounds but the ship models aren't too bad.



##### AUDIO

The music is awful techno, and the sound effects unconvincing.



##### GAMEPLAY

Not at all exciting. The only time your heartbeat will rise is through anger.



##### LIFESPAN

It's quite large and there are six ships in total.



##### ORIGINALITY

Could be a clone of a million other games, but it has some novel ideas.



##### ALTERNATIVE

The same style of gameplay but with a more familiar license and more varied challenges.

**STAR WARS: THE CLONE WARS**

Reviewed: Issue 5



#### 2ND OPINION

**DEFUNCTER!** "Dredging up a crusty old name to sell a few games on the back of the retro tip is insipid enough, but putting out something this chronic is unforgivable!"

MILES

#### FINAL SCORE

**4.0**

AS DULL, UNEVENTFUL AND DIFFICULT TO CONTROL AS ONE OF MILES' 'SPECIAL' PARTIES. BOO.

## We'd rather do a crossword

Mum always told us not to play with our food...



## IT'S-A-ME!

### LESSON FROM MARIO

Each game contains a series of tutorials for you to observe, which show you some of the lesser-known tricks.

5020  
SCORE  
120



### CUBE

#### INFORMATION

##### NINTENDO PUZZLE COLLECTION

PUBLISHER: NINTENDO

DEVELOPER: IN-HOUSE

PRICE: TBA

ORIGIN: JAPAN

PLAYERS: 1-4

MEMORY: 6 BLOCKS

#### STATS

- THREE PUZZLE GAMES ON ONE DISC
- GBA DOWNLOAD FEATURE
- UPDATED GRAPHICS AND MUSIC
- FOUR-PLAYER ACTION

TOTAL: MOVIES X GAMES ✓

UK: TBA

Japan: OUT NOW

USA: TBA



Wario gets his evil eye into the fray courtesy of Dr Mario



## Nintendo packages some old Game Boy games

### WHEN IT

comes down to it,

*Nintendo Puzzle Collection* is little more than three souped-up decade-old puzzle games, wiped clean and smelling fresh. We've seen them all before, there's no denying that, and therefore it's hard to shake the feeling that this is little more than a cheap cash-in. Still, we're here to judge the game on its own merits, so that's what we'll do.

The first thing you'll notice if you get the Japanese version is the size of the box. Along with the game, you also get a rather lovely GBA/GC link cable, which can be used to download the games onto your GBA so that you can play on the move. We're not sure if this will be the case with the PAL release, but not doing so wouldn't make much sense now would it? Keep your fingers crossed.

The three games you get on the disc are *Yoshi's Cookie*, *Dr Mario* and *Panel De Pon*. *Yoshi's Cookie* is the average game out of the three. Compare it, if you will, to the slightly chubby, but awfully good fun brunette you knew at school (if

you are a girl, then replace the word 'brunette' with uh, 'brunt' or something...). It's a crackingly good game, but you wouldn't want to settle down with it and produce a sprog or two. It's got too many flaws and can be a little exasperating. The aim is to rid the entire screen of cookies that fall in from the top and left of the play area. This is done by swapping them around and dragging them up, down or across so that they match up. The clever bit though, is that there is no set number of matches to aim at. If the screen has eight rows of cookies, you'll need to get eight in a row, and if it's got two rows then two cookies are all you need to match up. Initially it's very simple, but you'll soon be howling with rage as the rows start to stack up. Fast fingers are a must.

*Dr Mario* is the slightly odd one. She dresses entirely in black and enjoys collecting dead insects and sucking raw eggs. A little off-putting and difficult to tackle at first, but once

# NINTENDO PUZZLE COLL

TETRIS COMPARED THE GAME'S APPEAL TO CLEANING

NEXT-GEN PANELLING: PDP can be played in a 3D mode as well as 2D. While it looks harder, you have an easier time due to the amount of blocks to play with.



you've been sucked in you'll have a hard time getting out. In other words, it's an acquired taste.

Basically you have a screen full of coloured viruses. In order to get rid of them you have to drop pills down and match up the colours. Four of the same colour will get rid of everything in that row, and if this group contains a virus then they will be cancelled out too. To make life even more difficult, you have a countdown timer. The level ends when all of the viruses have been destroyed. The annoying thing is that having to line up four pills/viruses of the same colour feels like the most unnatural thing in the world. Every other puzzle game requires you to think in threes. The flow of the game is very inconsistent and it can get far too fiddly. If you fancy a challenge though, this is the most demanding of all the games on offer.

*Panel de Pon* is the highlight of the disc. It wears light blue dresses in the summer, thick cuddly fleeces in the winter and enjoys ice cream and swapping CDs with you. If you didn't know, it's essentially the same game as *Pokémon Puzzle Challenge* and *Tetris Attack*, giving you a bunch of multi-

coloured blocks that slowly crawl up the screen. You can switch these around with each other, aiming to get three blocks of the same type in a row in order for them to disappear. It really is one of the most addictive games you could hope to play. In fact, you're lucky this review managed to get done in time at all because of it! The deadline was looming and still we were playing. *Panel De Pon* should come with a health warning from the Surgeon General. Or something.

The major feature that Nintendo is making a fuss about is that you can download the games onto your GBA so that you can play on the move. While cool, once you turn your GBA off the game disappears forever, although there is a sleep mode for battery saving.

If you've never played any of these games before then getting this disc would be a good idea, if only for *Panel De Pon*. But if you have a Game Boy lying around, chances are you've played a variation of one of these games at some point in your life. Whether *Puzzle Collection* is worth a purchase or not is dependent on your own expectation rather than the quality of the games.

GARY



## PUZZLE FUN

### HISTORY REPEATS ITSELF

Puzzle games have been around since the birth of videogames. From simple maze games they later made way for more lateral thinking types, such as the famous *Q\*bert*, where you controlled a little chap who had to change every block of a pyramid into a certain colour. Puzzle games didn't really capture the public's imagination until 1989 though when Nintendo included the *Tetris* cartridge with its new system – the Game Boy. Since then we've seen the likes of *Wetrix*, *Bust-a-move*, *Columns*, *Mario's Picross*, *Lemmings*, *Klax*... and they've all been excellent. What does the future have in store for us? Well hopefully new, original concepts, which seem to be few and far between at the moment. We were hoping that the GBA/GC link cable would capture developers' imaginations, but no such luck so far.

**"PANEL DE PON SHOULD COME WITH A HEALTH WARNING FROM THE SURGEON GENERAL"**

## CUBE VERDICT PUZZLE COLLECTION

ADDICTIVE PUZZLES AND A COOL GBA FEATURE

### VISUALS

Nothing eye-popping but does the job. Don't expect anything flashy.

### AUDIO

Lovely tunes and retro sound effects will please the nostalgia monkeys.

### GAMEPLAY

DM is slightly iffy, YC is good fun but PDP is pure playability in disc form.

### LIFESPAN

*Panel De Pon* will adorn your gravestone if you're not careful.

### ORIGINALITY

A puzzle game package is as original as a Nova with a spoiler on it.

### ALTERNATIVE

Absolutely lovely puzzler that's as charming as it is addictive. For Driller fans, this is essential.

### MR DRILLER DRILL LAND

Reviewed: Issue 7



### 2ND OPINION

**PUZZLED!** "At the risk of sitting on the fence, it's kind of hard to be too critical of the puzzle genre because it's always so addictive, but are these really GameCube games?"

MILES

### FINAL SCORE

7.0

A RISKY GAME TO SCORE. PDP IS DIGITAL CRACK — THE OTHERS ARE ABOVE AVERAGE AT BEST.

# LECTION

A puzzle game for the more hands-on type of person

CUBE

INFORMATION

**MR DRILLER DRILL LAND**

**PUBLISHER: NAMCO**

OFFSHORE IN-HOUSE

**PRICE:** TBA

ORIGIN: JAPAN

PLAYERS: 1-2

STATS

- FOUR DIFFICULTY LEVELS
  - ALL-NEW DRILLER MODES
  - FOUR-PLAYER CAPABILITIES
  - TONS OF ITEMS TO COLLECT



**"YOU'RE GOING TO  
END UP DESTROYING  
YOUR JOYPAD  
EXTREMELY QUICKLY!"**

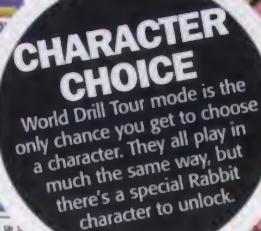
# MR DRILLER DRILL LAND



 Just don't say anything, okay? Some things are best left well alone...



**I CHOOSE U!**



You know, this really has driller instinct!

**WE'VE ALL** seen puzzle games before, and yes, they always feature cutesy characters and multi-coloured blocks. But you see, unlike the millions of *Tetris* clones out there, *Mr Driller* is a little bit special. In this iteration of the game (the fifth) you take control of the entire Driller family, and visit the Driller Land theme park! There you can go shopping for items such as cards and balloons (there are a certain amount of these to collect), unlock the music of older *Driller* games, and many other things besides. Of course, the main attraction is the amount of *Driller* games to play, each one introducing a new twist to the familiar formula – some slight, others putting an entirely new spin onto the game.

There are five new game modes to play. These are World Drill Tour, Star Driller, Drindy Adventure, The Hole of Druaga and Horror Night House. World Drill Tour is typical fare — just you, an air meter and the blocks. Star Driller is set in space and the main difference in this mode is that you can collect power-ups such as a protective bubble that allows you to take a hit without sustaining any damage, and drill into special blocks that when hit unleash random effects. For instance,

you can release a black hole that will send you back to the start of the level. The blocks are also quite a bit smaller than usual, making the game more difficult.

Drindy Adventure is once again not too much of a departure from the usual game. You still drill downwards, but this time you have to keep your eye on several things. Firstly you don't have to worry about your air supply anymore (thankfully!) but there are other hazards. Rolling boulders, spikes and fire-breathing blocks being the most prominent. These all protect the elusive gold statues, collection of which unlocks secrets. Horror Night House is very reminiscent of *Dig-Dug*. You have a life meter and the aim of the game is to destroy the ghosts roaming the level. You do this by releasing holy water (which you collect) and then drilling the injured ghosts. Once you've done this enough times (counted in the form of gemstones collected) you progress onto the next level.

The Hole of Druaga is the most abstract of the *Driller* games. Taking on the style of an RPG, you have to look for a key and kill a dragon, all the while worrying about hit points, potions and suchlike. It may look simple, but the mechanics of *Mr Driller*



Wow, they really are enjoying themselves...



mean you're constantly trying out new playing styles. Do you make methodical and thoughtful progress, or drill those blocks out of the way as rapidly as possible? What's better is that this is only really relevant in the few modes that don't stray too far from the original game. For instance, Drindy Adventure will force you to think about where your drill is going a lot more as you don't want to fall into the path of a rolling boulder. Becoming a master demands the ability to adapt.

We've played *Mr Driller* four other times on other consoles, so does this newest adventure, with all its extra modes and bells and whistles qualify as an essential purchase for experienced drillers? If you enjoyed the past games then yes. There's loads to do and it's packed with variety. The only glaring problem is that you're going to end up destroying your joypad extremely quickly! Anybody with an interest in puzzle/action games should give it a go. It starts off with an accessible challenge but becomes extremely difficult later on. However, it could charm the grin off of a hungry lion and has a four-player mode. What more needs to be said?

GARY

## EASY WHEN YOU KNOW HOW

### COMING UP FOR AIR

*Mr Driller* is a simple game. The aim is to get to the bottom of a shaft, which is full of coloured blocks. You can pop them with your drill in order to get rid of them. However, you have to remember what's above you, as there are no magical *Mario*-style floating platforms here. Blocks will fall down and crush you if you're not careful! Not only does

this happen, but your air supply is constantly running out so you'll need to pick up air capsules on the way down. The good thing though is that if a group of coloured blocks comes into contact with another group of the same colour, drilling one section will get rid of the lot. Ah, we can hear your brains ticking now...



**FAMILY FUN:** Walk the Driller family around the Drill Land theme park using an overhead view. That fountain in the middle later turns into an entrance to a boss.



Day-glo green, yet again. We may have to write a feature on this next issue



↑ Distortion effects such as fog and mist have been added to the GameCube version of the game



## THE HOLE OF DRUAGA

### MR DRILLER RPG

This is as far from *Mr Driller* as the game gets. In this mode, you have to drill around looking for the room that houses the key, which is guarded by a dragon boss. To defeat him you simply drill away at his body. Once this is done, you have to find a door that can be unlocked, leading to another boss who has to be taken out using falling blocks. Only then can you save the princess. You can also collect 'Drstones' which once activated produce different effects such as changing the colour of blocks or giving you health. You also use them to restart the level so that you can travel upwards.

What makes this difficult is that you're assigned hit points; they are taken away when you drill, get crushed and when an enemy hits you. This is the toughest mode by far, and also the cleverest.



## CUBE VERDICT

### MR DRILLER DRILL LAND

COLOURFUL AND FUN, PERFECT FOR GAMECUBE

#### VISUALS

Bright, stylish and cute. *Mr Driller*'s romper suit can only be held in awe.

#### AUDIO

The remixes of old tunes are great, but they get old quickly.

#### GAMEPLAY

Addictive as pizza and Pringles, as fun as throwing water at beautiful girls.

#### LIFESPAN

The challenge becomes awesome later on, and the four-player rocks.

#### ORIGINALITY

It's a puzzle game and it's not based on *Tetris* or *Puyo Puyo*!

#### ALTERNATIVE

Clever but flawed. Worth checking out if you fancy a challenge, but there's better out there.

#### ZOCUBE



#### 2ND OPINION

**DRRRRT!** "Granted it's a fun and addictive game but I wouldn't have scored it so highly myself, and I certainly wouldn't pay £60 for it"

CHANORA

#### FINAL SCORE

**8.8**

SUPERB PUZZLE GAME THAT GETS YOUR HEART RACING AND YOUR HANDS SWEATING

Presenting the **MULTIFORMAT** games magazine of the future

THE EVOLUTION OF...

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## LAUNCH ISSUE OUT 25 APRIL

- 132 PAGES  THE MULTI-FORMAT GAMES MAGAZINE OF THE FUTURE  EVERY GAME FORMAT
- DEDICATED RETRO SECTION  FOR HARDCORE GAMERS  ALL ROUND HIGH QUALITY

**NETWORK**

# CUBE

ISSUE SEVEN



You wanna step into our world?  
Come on, then – we dare you...

YOUR LETTERS

## VIEWPOINT

**74** If you write them, they will come... to us at the usual address. Obvious when you think about it.



REGULARS

### ADVANCE

**110** Gary's been in puzzle heaven this month. Not only did he review *Mr Driller* elsewhere in the mag, but also spent four days playing *Super Puzzle Fighter II Turbo* on our brand new GBA SP. The scamp.

### FEATURE

**112** *Rayman 3* incorporates the most extensive GC/GBA link-up functionality of any game yet, so with the SP set to stir up interest in the handheld, **CUBE** takes a look at what that little link-up lead can do for you.



CUBE SOLUTIONS

## MORTAL KOMBAT DEADLY ALLIANCE

**98** Mortal Kombat is back and bloody as ever with a whole range of new characters to learn. Use this fighting guide to unlock all the secrets and perform all the gory fatalities.



## RES EVIL ZERO

**100** A complete walk-through guide to Capcom's epic prequel. If you're stuck on a particular puzzle or just want to get to the end as quickly as possible, consider yourself sorted.



## SUPER MONKEY BALL 2

**80** The second instalment of cheats for SEGA's rollin' monkeys. Here's another great bunch of pointers to help you along.

## CONTENTS

Viewpoint ..... 74

**GUIDES & SOLUTIONS**

Mortal Kombat: DA ..... 76

Resident Evil Zero ..... 92

Super Monkey Ball 2 ..... 100

A-Z of GameCube tips ..... 104

**ADVANCE**

Shining Soul ..... 110

Super Puzzle Fighter II Turbo ..... 111

Feature: GBA-GC Connectivity ..... 112

**THE REST**

I ❤ Shigeru Miyamoto ..... 114

Subscriptions ..... 115



# CUBE

## VIEWPOINT

ISSUE SEVEN

OOH, IT'S A VERITABLE HOTBED OF DEBATE AND IDEAS IN HERE THIS MONTH. CAN YOU HANDLE IT? WE THINK YOU CAN...

The CUBE mailbag has been bulging daily, and since the lift broke this month, the poor old Postie is now in traction from slogging up six flights of stairs everyday!

### GET IN TOUCH

You can get hold of us any way you please. Concentrate hard, project your thoughts, and we can even pick those up!

### EMAIL

To be sure they land in the right place, aim your emails at [CUBE@paragonpublishing.com.au](mailto:CUBE@paragonpublishing.com.au)

### LETTER

CUBE Magazine, Paragon Publishing, Level 5, 162 Goulburn Street, Darlinghurst, NSW 2010

### FAX

Or you can send your letter to us by fax on 02 9265 7650

RANT OR?

### AUSTRALIAN EXCLUSION?

Dear CUBE,

I'm just another loyal fan of Nintendo! I'm excited to hear the news about GBA2 and GC2. It's just another sign that our beloved Ninty will be in first place for a long time! Anyway, we all know that Australia was always left behind. There are even rumors that the bonus games of *Wind Waker* (*Ocarina Of Time* and *Ura*) will not be included in the Australian versions... is that true? I'm very disappointed and angry at the whole situation. k for all of them. But due to bad controls, Nintendo is slightly starting to lose some fans worldwide. And something has to be done about it. I, and many people I know, will always be loyal Nintendo fans and will continue to gather every Saturday for a timeless multiplayer...

ILIAS MOUSTAKAS, GREECE

Dear CUBE: We spoke to the very wonderful Kate Wright at Nintendo and yes, the bonus discs will be available in Australia, although it's not clear how many will be produced at this point. See the Cubites in this month's news for more details.

### BATTLE OF THE BOXES

Dear CUBE

I am a regular reader of your mag and I am the proud owner of all 6 issues which are still in mint condition! Anyway, on to business. I own a Gamecube and I love it (as well as the 20 games I have).

My brother, on the other hand, owns an Xbox, which I think is quite good as well. I was told by my brother that the Xbox was conquering (and flattening GameCube) in Japan. However, I was reading issue 5 of CUBE and came across "They Said, We Said", which stated that the PS2 and Gamecube are outselling Xbox by a ratio of 14:1. I don't know about you but this doesn't strike me as 'conquering'! When I showed my brother this article he refused to believe it because the magazine is unofficial. Please set my brother Bradley straight and give him the facts!

Secondly, I am always getting a hard time from my brother about *Halo: Combat Evolved* being better than anything that Nintendo could make. Since I am sure that one of you has an Xbox could you please give *Halo* a score and rate it against some of Nintendo's best Gamecube games. This could finally put a very old argument to bed. Your mag's great – keep up the good work.

ALEX MILLER

Dear CUBE: The Xbox has been consistently outselling the 'Cube for some time in OZ but Japan has always been Nintendo's stronghold. However, in the week *Dead Or Alive: Extreme Beach Volleyball* was released the Xbox outsold

the GameCube by 8,862 to 8,177. If we put this down to the Japanese fascination with that sort of thing, and also consider the forthcoming 'Cube line-up, we should see the pendulum swinging back fairly shortly. *Halo* does rock though.

### FAIR GAME? ER, YES?

Dear CUBE

As an employee of a games shop I think it is a tragedy that the 'Cube is discriminated against. I am a die-hard Nintendo fan, have NES thru to 'Cube and Game Boy Chunky to GBA. And I think the emphasis placed on PS2 is wrong.

### THE PRICE ISN'T RIGHT

MAYBE IT'S CHEAP FOR A REASON...



Good film, cack game – now *Minority Report* is going cheap

Dear CUBE

Want to know why *Minority Report* is in the top ten? Simple. My local games store is selling it, along with other similarly poor titles (including, but not limited to, *SpyHunter*, *X-Men*, *Spyro*, *Scooby Doo*, *Wreckless* etc), for a mere \$48 instead of the full \$99.95. I guess they sold so well at that price in the sale, they kept the price down.

Anyway, that's not even mentioning the fact that all the decent games are on the top shelf, where young children can't reach, hence they make their

parents buy rubbish games that they CAN reach. Personally, I think it's shocking that in this day and age, poor games are even possible. I mean, if it's not fun, why do these things get made?

Dear CUBE: It seems a sensible course of action, although you have to wonder where they make their margins selling at that price. Ultimately we can hope it will lead to fewer crap games being released. If only...

# CUBE

We want your mind

LET'S TALK ABOUT THAT



Will Metroid Prime help shift GameCubes? Very probably...

When I started work everyone was saying that the rank order was PS2, GameCube then Xbox. Now the 'Cube is getting relegated. But not for long. People in my store are considering re-purchasing a 'Cube for the *Res Evil* games alone. *Metroid* is gaining interest and *Zelda* should shift a few units! The GameCube will survive, not least because of the huge amount of units in Japan which will mean the games are always in demand.

So don't attack us, we're doing the best with what we've got, and since Nintendo go for quality not quantity it means we haven't got a lot of software compared to the other consoles! If ever you need reassurance you have a top-notch console look at the pre-owned – it's nearly always three PS2 or two Xbox titles for every one gamecube game. Quality will prevail.

DIZTORTION (DON'T THINK IT'S A GOOD IDEA PRINTING REAL NAME)

PS If you want to play the new *Contra* game for PS2 then buy a SNES and *Super Probector*. Level design and game dynamics are nearly exactly the same, bar graphics and actual comprehensible English. You gotta love bad Japanese translations!

**CUBE:** . I think most GC owners would accept the obvious reasons why the GameCube doesn't get the prime display space. Without wanting to sound terribly self-righteous, Nintendo owners are as a rule more clued up with fewer 'casual gamers' in our ranks. Metroid Prime is sure



Is the imminent arrival of *Zelda* the most exciting thing ever? Er, perhaps.

to raise the console's profile over the coming couple of months though, so let's see what happens.

## MINORITY MISTAKE

Dear CUBE

Me and my mates all love Steph. What do we have to do to get some pictures of her in your great magazine? One thing though, does she ever smile?

BRAD, GLEBE

**CUBE:** No chance, Steph is a serious design professional and far too busy to do photos for the likes of you.

## CALM DOWN, MAN!

Dear CUBE

Just like to start off by saying that your magazine is great and I hope you keep up the good work! Right, now to what I wanted to talk about...

I was just looking around on the Internet looking for more stuff on *Zelda: The Wind Waker* when I came across this site that tells you a big chunk of the story! I won't go spoiling it for anyone by saying what I read but OH MY GOD! The story is really good, it has all kinds of twists and turns in it and it doesn't even talk about what happens near the end! It goes to just after the first three dungeons but it doesn't tell you anything about what happens in them! I can't wait to get this game and reading about what happens in it has just made me want it even more!

The game cannot come quick enough and I have a strange feeling that I will come



down with some kind of illness around about the same time that the game comes out and I will not be able to make it to college! What a shame!

Well, I'm off to prepare for the coming *Zelda*-fest by making sure that I have everything that I'll need for when the greatest game comes to my GameCube! It's times like these that it pays off to be a Nintendo fan!

SIMON PARKER, NEWCASTLE

**CUBE:** The fact the game is so damn good even without the English translation is a testament to its design. We can only imagine how good it will be when we find out what's actually going on!

## SHARE THE WEALTH

Dear CUBE

I've got a PlayStation2 and would like a GameCube but I can't afford it. I have therefore thought of a good solution to enable me, and others in my situation, to enjoy the brilliant range of Nintendo games.

Sony put *Crash Bandicoot* and *Spyro* on Game Boy Advance, so can Nintendo allow *Super Smash Brothers Melee*, *Mario Party 4* and *Mario Sunshine* to go on PlayStation2?

Nintendo would make plenty of money from the royalties.

ANDREW TRIGG, PETERSHAM

**CUBE:** And monkey's might fly out of my butt!



**CUBE:** Res Evil Zero has shifted a few GameCubes

CAN YOU SEND ME A BANANA FREE OF CHARGE?

CUBE: We can, and in a perfect world we would

WHERE IS YOSHI IN GALATO BEACH? I NEED HIM TO GET THE LAST 2 COINS

CUBE: He's on the small peninsula left of where you start but won't appear until you finish episode 4 of Pinna Park

IS THERE GOING TO BE A DRAGON BALL Z GAME FOR GAMECUBE?

CUBE: Yep, end of the year

OI GET SUM 1 MAKE BODY HARVEST 2 NOW!

CUBE: We're on it

POOR YOSHI I KNEW WE SHOULD NOT HAVE GONE SWIMMING

CUBE: I know, I had the same thing with my mother

MY FERRET NIBBLED MY CONTROLLER'S WIRE OFF THE CONTROL. SHOULD I KILL HIM OR BUY A NEW CONTROL.

CUBE: By two, one for you and one for your ferret

I GOT ANIMAL CROSSING AND A FREELOADER AND IT BEATS MARIO AND ZELDA BY QUANTUM LEAPS

CUBE: That little disc is a wonderful thing – we love it

IS VIEWTIFUL JOE A CUBE EXCLUSIVE AS I'VE HEARD

IT'S COMING TO PS2

CUBE: You heard right

ME ME! I WANT FREE CHICKEN, BUT I'M TOO LAZY TO PUT SOMETHING IN THE POST AND I GOT FIRED THE OTHER DAY FOR HAVING A MOHICAN

CUBE: We'd have fired you long before that, bee-atch

## LOVEBUG

I am in love with Steph, I will hold the PAL version of Animal Crossing hostage until I get her. Or a monkey

**CUBE:** Monkeys are funnier, no doubt about it

# MORTAL KOMBAT DEADLY ALLIANCE

*Mortal Kombat* is back and bloody as ever with a whole range of new characters to learn. Use this fighting guide to unlock all the secrets and perform all the gory fatalities!



INFORMATION	
MORTAL KOMBAT: DEADLY ALLIANCE	
PUBLISHER:	MIDWAY
DEVELOPER:	IN-HOUSE
GENRE:	BEAT-'EM-UP
PRICE:	\$99.95
PLAYERS:	1-2

# SHANG TSUNG

<b>STATUS:</b>	SORCERER
<b>ALIGNMENT:</b>	EVIL
<b>WEIGHT:</b>	210 LBS
<b>HEIGHT:</b>	5'11
<b>STYLES:</b>	SNAKE / CRANE
<b>WEAPON:</b>	STRAIGHT SWORD

## SPECIAL MOVES

Straight Fireball	▼ ↗ ↘
3D Fireballs (long)	↖ ↗ ↘
3D Fireballs (near)	↗ ↗ ↘
Soul Steal	▼ ↗ ↘

## SNAKE KOMBOS

Spiritual Snake Trail	↙ ↗
Blinding Strike	↖ ↗ ↘
Soul Catcher	↖ ↗ ↘
Serpent Touch	↖ ↗ ↘
Thrusting Fang	↖ ↗ ↘
Rattle Snake	↖ ↗ ↘
Hissing Strikes	↖ ↗ ↘
Cold Blooded	↖ ↗ ↘
Poisonous Snake	↖ ↗ ↘
Lethal Venom	↖ ↗ ↘
Snake Eyes	↖ ↗ ↘
Cobra Revenge	↖ ↗ ↘

## CRANE KOMBOS

Crazy Wings	↖ ↗ ↘
3-Hit Wings	↖ ↗ ↘
Sidevinder	↖ ↗ ↘
Triple Chin Punch	↖ ↗ ↘
Death Bed	↖ ↗ ↘
Raging Beak	↖ ↗ ↘
Final Withdrawal	↖ ↗ ↘
Hunt Down	↖ ↗ ↘

## STRAIGHT SWORD KOMBOS

Deadly Blade	↖ ↗
Ancient Strike	↖ ↗
Soul Sucker	↖ ↗ ↘
Pain	↖ ↗ ↘
Master's Edge	↖ ↗ ↘

## FATALITY

Soul Consume	↖ ↗ ↘ ↙ ↘ ↗
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## SOUL STEAL

NOTE: ALL MOVES AND FATALITIES  
ASSUME YOU ARE ON THE LEFT SIDE OF  
THE SCREEN. FACING RIGHT WHEN FACING  
LEFT, PRESS ← FOR ↑↑ AND VICE VERSA.



# BO' RAI CHO

<b>STATUS:</b>	TRAINER
<b>ALIGNMENT:</b>	GOOD
<b>WEIGHT:</b>	375 LBS
<b>HEIGHT:</b>	5'10
<b>STYLES:</b>	DRUNKEN FIST / MI ZONG
<b>WEAPON:</b>	JOJUTSU

## SPECIAL MOVES

Flip Flop	↖ ↗ ↘
Belly Bash	↖ ↗ ↘
Puke Puddle	↖ ↗ ↘
Ground Stomp	↖ ↗ ↘

## DRUNKEN FIST KOMBOS

Kreepy And Jugs	↖ ↗ ↘
Twist Of Lime	↖ ↗ ↘
Crushing Grapes	↖ ↗ ↘
Staggering Steps	↖ ↗ ↘
Zero Tolerance	↖ ↗ ↘
On The Rocks	↖ ↗ ↘
Bottoms Up	↖ ↗ ↘
Last Call	↖ ↗ ↘
Drunken Fury	↖ ↗ ↘

## MI ZONG KOMBOS

Critical Strike	↖ ↗ ↘ ↙ ↘ ↗
Lost Track	↖ ↗ ↘ ↙ ↘ ↗
Iron Broom	↖ ↗ ↘ ↙ ↘ ↗

## JOJUTSU KOMBOS

Homerun Swing	↖ ↗
Dancing Stick	↖ ↗ ↘
Splitting Bamboo	↖ ↗ ↘
Rolling Wind	↖ ↗ ↘

## FATALITY

Belly Flop	↖ ↗ ↘ ↙ ↘ ↗
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## KOMBAT TIPS

### BLOCKING

Although attack is said to be the best form of defence, there are times when you'll need to block your opponent's assaults. Simply hold the **□** button to put up your defences and then wait for an opportune moment to start fighting again. Blocking will incur a slight amount of damage, but it is far better than receiving the full force of a huge combo.



## QUAN CHI

STATUS:	SORCERER
ALIGNMENT:	EVIL
WEIGHT:	210 LBS
HEIGHT:	6'7"
STYLES:	TANG SOO DO / ESCRIMA
WEAPON:	BROADSWORDS

## SPECIAL MOVES

Skull Fireball	↙ ↗ B
Rising Star	↖ ↘ B

## TANG SOO DO KOMBOS

Face Breaker	↖ ↗
Path Maker	Ⓐ Ⓑ
Nightfall	↖+B Ⓑ
Rushing Palm	Ⓑ Ⓑ Ⓑ
Running Stream	↖ A Ⓑ
Walking Dead	↖+B Ⓑ A Ⓑ
Strong Wind	Ⓑ Ⓑ Ⓑ Ⓑ
Internal Power	Ⓑ Ⓑ A Ⓑ
Green Mountain	Ⓑ Ⓑ Ⓑ A Ⓑ
Pain Killer	Ⓑ Ⓑ Ⓑ A L Ⓑ L

## ESCRIMA KOMBOS

Double Pinasaka	Ⓑ Ⓑ
Hit And Run	Ⓐ Ⓑ Ⓑ
Rushing Knee	Ⓑ Ⓑ L
Slitting Hand	Ⓐ Ⓑ Ⓑ+B
Ice Pick	Ⓑ Ⓑ Ⓑ L
De Cadena	Ⓐ Ⓑ Ⓑ+B

## BROADSWORDS KOMBOS

Doom Blade	Ⓐ B
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## FATALITY

Neck Stretcher	↖ ↗ ↘ ↙
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## LI MEI

STATUS:	STUDENT
ALIGNMENT:	GOOD
WEIGHT:	120 LBS
HEIGHT:	5'11"
STYLES:	BAJI QUAN / LUI HE BA FA
WEAPON:	SAI

## SPECIAL MOVES

Flying Fists	Ⓑ B+G
Kartwheel	↖ ↗ G
Klock Kick	Ⓑ ↗+G
Sparkler	↖ ↗ G

## BAJI QUAN KOMBOS

Setting Sun	Ⓑ B B
All Natural	Ⓑ B L B
Linked Strength	Ⓑ B L ↗+G L

## LUI HE BA FA KOMBOS

Lost Rose	Ⓑ B
Pink Dragon	Ⓐ Ⓑ
Extreme Fists	Ⓑ B B
Unleashed	↖ ↗+B L
Explosive Strength	Ⓑ B ↗+B
Rejuvenation	Ⓑ B ↗ B
Coiled Dragon	Ⓑ B A A
Golden Path	Ⓑ B ↗ K+B
Flower Blossom	Ⓑ B ↗ K+B L

## FATALITY

Super Crush Kick	Ⓑ D ↗ D ↗ B
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## KOMBAT TIPS

## KOMBOS

When an opportunity presents itself, you'll need to attack swiftly and land as many blows as you can to harm your opponent. Use the kombos to get a good start and remember the button combinations for deadly attacks. If an opponent is stunned for a short while, this is a perfect moment to unleash a devastating branch combo.

# SCORPION

<b>STATUS:</b>	NINJA SPECTER
<b>ALIGNMENT:</b>	NEUTRAL
<b>WEIGHT:</b>	210 LBS
<b>HEIGHT:</b>	6'2
<b>STYLES:</b>	PI GUA / HAPKIDO
<b>WEAPON:</b>	NINJA SWORD

## SPECIAL MOVES

Spear	
Summon Hellfire	
Backflip Kick	

## HAPKIDO KOMBOS

Flowing Water	
Inner Power	
Spectre Blast	
Lethal Legs	
Lift-off	
Burning Soul	
Sinking Leaf	
Doombringer	
Painless	
Undead Rush	
Nightmare	
Darkness	
Infernal	

## PI GUA KOMBOS

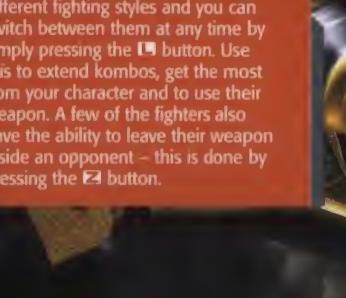
Stone Breaker	
Falling Tree	
Rushing Ridge Hand	
Nuisance	
Deranged	
Hell Bound	

## NINJA SWORD KOMBOS

Turning Dragon	
Rising Dragon	
Demon Slice	
Moon Strike	
Edge Of Pain	

## FATALITY

Spear Head	
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# SONYA BLADE

<b>STATUS:</b>	SPECIAL FORCES
<b>ALIGNMENT:</b>	GOOD
<b>WEIGHT:</b>	140 LBS
<b>HEIGHT:</b>	5'9
<b>STYLES:</b>	KENPO / TAE KWON DO
<b>WEAPON:</b>	KALI STICKS

## SPECIAL MOVES

Fly Kick	
Kiss Of Death	

## KENPO KOMBOS

Conscious Mind	
Cutting Edge	
Big Guns	
Warfare	

## TAE KWON DO KOMBOS

Clearness Of Mind	
Take Out	
Blitzkrieg	
Peaceful World	
Special Forces	

## KALI STICK KOMBOS

Multi-Level Strikes	
Furious Blows	
Show-Off	
The Live Hand	

## FATALITY

Kiss Of Death	
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## KOMBAT TIPS

### FIGHTING STYLES

Each character has now got three different fighting styles and you can switch between them at any time by simply pressing the **Y** button. Use this to extend combos, get the most from your character and to use their weapon. A few of the fighters also have the ability to leave their weapon inside an opponent – this is done by pressing the **Z** button.

## KENSHI



**STATUS:** SWORDSMAN  
**ALIGNMENT:** UNKNOWN  
**WEIGHT:** 185 LBS  
**HEIGHT:** 5'1  
**STYLES:** TAI CHI / SAN SHOU  
**WEAPON:** KATANA

**SPECIAL MOVES**

Telekinetic Slam □ □+□+B  
Telekinetic Toss □ □+□  
Telekinetic Push □ □+□

**TAI CHI KOMBOS**

Empty And Full □ □  
Blind Justice □+□ □  
Play By Ear □ □ □ A  
Dark Fists □ □ □ B B  
Fading Light □ □ □ □+B  
Nightfall □ □ □ L B A  
Out Of Sight □ □ □ L C L  
See No Evil □ □ □ L B □+□

**SAN SHAO KOMBOS**

Don't Blink □ □  
Natural Way □ □ A  
Near Sight □ □ L  
All Ears □ □ □+□

**KATANA KOMBOS**

Day Break □ □  
Rising Dragon □ □  
Blind Slice □ □  
Moon Strike □ □  
Edge Of Pain □ □ B B A

**FATALITY**

Telekinetic Crush □ □ □ □ □



## MAVADO

**STATUS:** RED DRAGON  
**ALIGNMENT:** EVIL  
**WEIGHT:** 175 LBS  
**HEIGHT:** 5'9  
**STYLES:** LONGFIST / WING CHUN  
**WEAPON:** HOOK SWORDS

**SPECIAL MOVES**

Grapple Hook Strike □ □+□  
Change Sides Hook □ □+□

**LONG FIST KOMBOS**

Longfist Blast □ □  
Forklift □ □ □+□

**WING CHUNG KOMBOS**

Mavado Surprise □ A  
Lin Wan Kuen □ B B B  
Determination □ □ □ A  
Storm Kicks □ □  
Rolling Hands □ □ □ A  
Red Dragon □ □ □ A  
Empty Shadow □ B B □+B  
Control of Power □ □ □ □ A  
Chainsaw □ □ □ L □ □  
Sacred Band □+□  
Downfall □ □ □ L □ □  
□+□

**HOOK SWORD KOMBOS**

Kabal's Torment □ □ □  
Strength & Balance □ □ □+□  
Hook 'n Bash □ □ □+□  
Blazing Fury □ □ □  
Brutal Revenge □ □ □+□  
Kabal's Return □ □ □+□

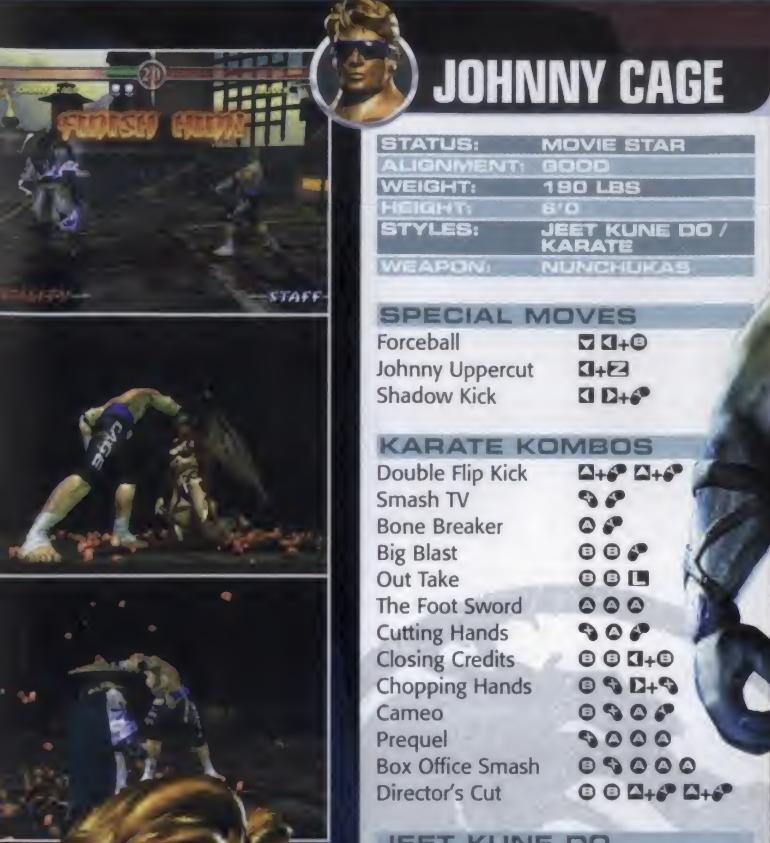
**FATALITY**

Kick Thrust □ □ □ □ B

**KOMBAT TIPS****KRYPT**

Inside the Krypt there are 676 coffins full of secrets, Koins and artwork. Earn Koins in Arcade and Konquest modes, then spend them wisely to unlock all the hidden extras. Check the 'Secrets' section of this guide to find out what is inside each and every one.





## JOHNNY CAGE

**STATUS:** MOVIE STAR  
**ALIGNMENT:** GOOD  
**WEIGHT:** 190 LBS  
**HEIGHT:** 6'0  
**STYLES:** JEET KUNE DO / KARATE  
**WEAPON:** NUNCHUKAS

### SPECIAL MOVES

Forceball  □+○  
Johnny Uppercut  □+Z  
Shadow Kick  □ D+P

### KARATE KOMBOS

Double Flip Kick  □+P □+P  
Smash TV  ○ P  
Bone Breaker  A P  
Big Blast  B B P  
Out Take  B B L  
The Foot Sword  A A A  
Cutting Hands  □ A P  
Closing Credits  B B □+B  
Chopping Hands  B □ D+P  
Cameo  B A P  
Prequel  B A A A  
Box Office Smash  B D P  
Director's Cut  B B □+P □+P

### JEET KUNE DO KOMBOS

Straight Blast  B B  
Spotlight  □ D P  
Runner Up  □ D D D L  
Sticky Legs  □ D D D P  
Outer Gate  □ D D D □+P

### NUNCHUKAS KOMBOS

Gentle Spirit  B B A A  
Flowing Strikes  B B B B  
Living Legend  B B D □+D

### FATALITY

Brain Ripper  □ D D D D



## SUBZERO

**STATUS:** GRANDMASTER  
**ALIGNMENT:** GOOD  
**WEIGHT:** 210 LBS  
**HEIGHT:** 5'2  
**STYLES:** SHOTOKAN / DRAGON  
**WEAPON:** KORI BLADE

### SPECIAL MOVES

Freeze  □ D+O  
Ice Shaker  □ D+G  
Cold Shoulder  □ D+P

### SHOTOKAN KOMBOS

2-Hit Trick  A P  
King's Crown  A D+G  
Peaceful Mind  A D+G  
Icy Pain  B D P  
Cloud Hands  B D D+G  
Iron Horse  B D D G  
Rock Solid  B D D L A  
Lin Kuei Storm  B D D L G A  
Zero Below  B D D L G P  
Frozen Frenzy  B D D L G L  
Frosty  B D D L G L  
Thin Ice  B D D L G D+P  
Unthawed  B D D L G D+P

### DRAGON KOMBOS

Yielding Fire  B A  
Ice Pop  B B G  
Tiger In Cave  D D+G  
Dragon Dance  B D+G  
Silent Dragon  B D A  
Dragon Plays With  B D A  
7 Stars  B D P  
Ice Maker  B D L  
3-Hit Claws  B D D+G  
Twist Of The Tiger  B D D+P

### KORI BLADE KOMBOS

Cut Up  P P  
Bitter Blade  B D+G

### FATALITY

Skeleton Rip  □ D D D D



## KOMBAT TIPS

### KONQUEST

Konquest mode will explain the story of all the characters and also give you an opportunity to earn Koins to spend in the Krypt. Work your way through all 218 missions and you'll learn all the combos and special moves for each character and also get a feel for the timing. After completing all the missions, you'll then be able to access the two secret characters: Blaze and Mokap.



## KANO

STATUS:	MERCENARY
ALIGNMENT:	EVIL
WEIGHT:	200 LBS
HEIGHT:	5'10
STYLES:	XING YI / AIKIDO
WEAPON:	BUTTERFLY SWORDS

## SPECIAL MOVES

Eye Laser	□ □+□
Cannonball	□ □+□

## XING YI KOMBOS

Sure Fire	□ □
Casualty	□ □
Seek And Destroy	□ □ □
Deadzone	□ □ □+□
Backlash	□ □ □+□
Maximum Damage	□ □ □ L
Honor And Disgrace	□ □+□
Three Powers	□ □ □ □+□
Assault And Battery	□ □ □

## AIKIDO KOMBOS

2-Hit Doom	□ □+□
Underdog	□ □ □
Total Carnage	□ □ □ □+□
Destroyer	□ □ □ L □+□
Killing Time	□ □ □ L □+□

## BUTTERFLY KNIFE KOMBOS

Cutthroat	□ □+□
Ear To Ear	□+□ □+□
Lost Dragon	□ □+□

## FATALITY

Open Heart Surgery □ □ □ □ □ □



## KOMBAT TIPS

## FATALITIES

Every character apart from Blaze and Mokap has a hidden fatality to rub salt into the wounds of your defeated opponent. At the end of the fight, when the words 'Finish Him/Her' appear, you must quickly press **L** to enter fatality stance and then input the button sequence for the character to complete the move. If done correctly, the screen will go dark and blood will be spilled. Unlock earlier games in the Mortal Kombat series, all fatalities can be pulled off from anywhere on the screen.

## KUNG LAO

STATUS:	SHAOLIN MONK
ALIGNMENT:	GOOD
WEIGHT:	175 LBS
HEIGHT:	5'10
STYLES:	MANTIS / SHAOLIN FIST
WEAPON:	BROADSWORD

## SPECIAL MOVES

Hat Throw	□ □+□
Whirlwind Kicks	□ □+□

## MANTIS KOMBOS

Lotus Petals	□ □
18 Elders	□ □ □
Natural Death	□ □ □
Cave Mantis	□ □ □ A
Five Blessings	□ □ □ □+□
Deadly Insect	□ □ □ L □ □
White Lotus	□ □ □ L □ □
Peaceful Life	□ □ □ L □ □
Teacher's Pet	□ □ □ L □ □
Fallen Hero	□ □ □ L □+□

## SHAOLIN FIST KOMBOS

Double Kicks	□ □
Shaolin Faith	□ □+□
Shout Of Spirit	□ □ □
Rushing Buddha	□ □ □
Enlightenment	□ □ □
Shaolin Beat Down	□ □ □
Pins And Needles	□ □ □ L
Hurricane	□ □ □ L □+□

## BROADSWORD KOMBOS

Sharpen The Mind	□ □
Clouds Overhead	□ □
Tiger Leaps Suddenly	□ □+□
Onslaught	□ □+□
Rise And Shine	□ □+□
Dao Strikes	□ □ □+□
Phoenix Tail	□ □ □+□

## FATALITY

Splitting Headache □ □ □ □



## KOMBAT TIPS

## MINI-GAMES

During Arcade mode there are two mini-games that can earn you extra Onyx and Platinum Koins. Test Your Sight involves following the MK ball underneath the cups and selecting the correct position at the end, whilst Test Your Might involves rattling all four buttons as quickly as possible and then pressing **L** to break an object.



## NITARA

UNLOCK:	PURCHASE IN KRYPT KOFFIN TI - 4,200 GOLD KOINS
STATUS:	VAMPIRE
ALIGNMENT:	NEUTRAL
WEIGHT:	UNKNOWN
HEIGHT:	UNKNOWN
STYLES:	LEOPARD / FU JOW PAI
WEAPON:	KAMA

### SPECIAL MOVES

Unicorn Kick	▢ □+▢
Blood Spit	▢ □+▢
Blood Suck	▢ □+▢

### LEOPARD KOMBOS

Leopard At Dawn	▢ ▢ □+▢
Leopard At Rest	▢ ▢ □+▢
Snow Leopard	▢ ▢ ▢ □+▢
Golden Leopard	▢ ▢ ▢ L □+▢
Tree Leopard	▢ ▢ ▢ □+▢
Dry Blood	▢ ▢ ▢ L B B A L
Blood Thirsty	▢ ▢ ▢ L B B A A

### FU JOW PAI KOMBOS

Bloodshed	▢ ▢
Vampire Bash	▢ ▢ ▢
Wandering Claws	▢ ▢ □
Black Tiger	▢ ▢ ▢ ▢ ▢
Bloodshot	▢ ▢ ▢ B A L

### KAMA KOMBOS

Bloodbath	▢ ▢
Treacherous Edge	▢ ▢
Kama Fury	▢ □+▢ ▢ □+▢
Crucified	▢ □+▢ ▢ □+▢
Bloodlust	▢ ▢

### FATALITY

Blood Thirst	▢ ▢ □+▢
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## DRAHMIN

UNLOCK:	PURCHASE IN KRYPT KOFFIN UR - 6,500 SAPPHIRE KOINS
STATUS:	ONI DEMON
ALIGNMENT:	EVIL
WEIGHT:	UNKNOWN
HEIGHT:	UNKNOWN
STYLES:	NETHER REALM / ONI
WEAPON:	IRON CLUB

### SPECIAL MOVES

BallOfFlies	▢ □+▢
Propeller Clock	▢ □+▢
Super Uppercut	▢ □+▢
Ground Smash	▢ □+▢

### KOMBOS

Drahmin does not have any Kombos, but instead uses a number of pop-up attacks, which can be followed with specials or juggling attacks.

### FATALITY

Iron Bash	▢ □ □ □ □
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## HSU HAO

UNLOCK:	PURCHASE IN KRYPT KOFFIN MW - 3,317 JADE KOINS
STATUS:	RED DRAGON
ALIGNMENT:	EVIL
WEIGHT:	220 LBS
HEIGHT:	6'1
STYLES:	SHUAI CHIAO / WRESTLING
WEAPON:	SUN MOON BLADES

### SPECIAL MOVES

Cyrus Stomp	▢ □+▢
Kahn Klap	▢ □+▢

### SHUAI CHIAO KOMBOS

Bottle Opener	▢ ▢
Bone Crusher	▢ ▢ ▢
Asylum	▢ ▢ ▢ □+▢
Chaos	▢ ▢ ▢ □
Watch This	▢ ▢ ▢ L □+▢
	▢ ▢ ▢

### WRESTLING KOMBOS

Insanity	▢ □+▢ ▢+▢
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### SUN MOON BLADE KOMBOS

The Kahn	▢ □+▢
Lost Dragon	▢ □+▢
Setting Sun	▢+▢ ▢+▢

### FATALITY

Laser Slicer	▢ □ □ □ □
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## FROST

UNLOCK:	PURCHASE IN KRYPT KOFFIN IV - 208 RUBY KOINS
STATUS:	LIN KUEI
ALIGNMENT:	UNKNOWN
WEIGHT:	120 LBS
HEIGHT:	5'8
STYLES:	TONG BEI / YUAN YANG
WEAPON:	DAGGERS

## SPECIAL MOVES

Slide	▢ □+▢
Ground Ice	▢ □+▢

## TONG BEI KOMBOS

Shiver	▢
Spring And Autumn	▢ ▢
Chills	▢ ▢ □+▢
Harmony	▢ ▢ ▢
Crazy Monkey	▢ ▢ ▢ □+▢
Tong Bei Fury	▢ ▢ ▢ ▢ □+▢
Freezer Burn	▢ ▢ ▢ ▢ ▢ □+▢
Blizzard	▢ ▢ ▢ ▢ ▢ ▢ □+▢
Iceberg	▢ ▢ ▢ ▢ ▢ ▢ ▢ □+▢
Ice Fall	▢ ▢ ▢ ▢ ▢ ▢ ▢ ▢ □+▢
Snowball	▢ ▢ ▢ ▢ ▢ ▢ ▢ ▢ ▢ □+▢
Frostbitten	▢ ▢ ▢ ▢ ▢ ▢ ▢ ▢ ▢ ▢ □+▢

## YUAN YANG KOMBOS

Mandarin Duck Fists	▢
Deadly Decoy	▢ ▢
Ice Cold	▢ ▢ ▢
Mandarin Duck Legs	▢ ▢ ▢ □+▢
Waterfall	▢ ▢ ▢ ▢ □+▢
Deceptive Step	▢ ▢ ▢ ▢ ▢ □+▢
Ugly Duckling	▢ ▢ ▢ ▢ ▢ ▢ □+▢
Frigid Frenzy	▢ ▢ ▢ ▢ ▢ ▢ ▢ □+▢
Snowflake	▢ ▢ ▢ ▢ ▢ ▢ ▢ ▢ □+▢

## DAGGER KOMBOS

Frozen Storm	▢ ▢ ▢ ▢
Cold Feet	▢ ▢ ▢

## FATALITY

Freeze Shatter	▢ □ ▢ □ ▢
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## JAX BRIGGS

UNLOCK:	PURCHASE IN KRYPT KOFFIN SA - 3,780 RUBY KOINS
STATUS:	SPECIAL FORCES
ALIGNMENT:	GOOD
WEIGHT:	350 LBS
HEIGHT:	8'8
STYLES:	MUAY THAI / JUDO
WEAPON:	TONFA

## SPECIAL MOVES

Ground Pound	▢ ▢ □+▢
Machine Gun	▢ □+▢
Piston Punch	▢ □+▢

## MUAY THAI KOMBOS

Get Some Sucka	▢+▢ ▢
What You Get	▢ ▢ ▢
Rush 'n Hook	▢ ▢ ▢
Boot Kamp	▢ ▢ ▢
I'm Gonna Get Ya	▢ ▢ ▢ □+▢
Jax Special	▢ ▢ ▢ ▢ □+▢
Ballistic Wind	▢ ▢ ▢ ▢ ▢
In Your Face	▢ ▢ ▢ ▢ ▢ ▢
Insertion	▢ ▢ ▢ ▢ ▢ ▢ ▢
Damage Control	▢ ▢ ▢ ▢ ▢ ▢ ▢ ▢

## JUDO KOMBOS

Groundwork	▢ ▢ ▢
Metal Fury	▢ ▢ ▢ □+▢
No-Man's Land	▢ ▢ ▢ ▢

## TONFA KOMBOS

StandDown	▢ ▢
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## FATALITY

Head Stomp	▢ □ ▢ □ ▢
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## KITANA

UNLOCK:	PURCHASE IN KRYPT KOFFIN KI - 2,931 SAPPHIRE KOINS
STATUS:	PRINCESS
ALIGNMENT:	GOOD
WEIGHT:	129 LBS
HEIGHT:	5'9
STYLES:	EAGLE CLAW / BA GUA
WEAPON:	STEEL FANS

## SPECIAL MOVES

Pretty Kick	▢+▢
Fan Lift	▢ □+▢

## EAGLE CLAW KOMBOS

Shooting Star	▢ ▢
Walking Fists	▢ ▢
Grounded	▢ ▢+▢
Lipstick	▢ ▢+▢
Pucker Up	▢ ▢+▢
Broken Talon	▢ ▢ ▢
Tiny Bubbles	▢ ▢ ▢
Splitting Bone	▢ ▢ ▢ □+▢
Up And Away	▢ ▢ ▢ ▢ □+▢
Down Boy	▢ ▢ ▢ ▢ ▢ □+▢
Faceplant	▢ ▢ ▢ ▢ ▢ ▢ □+▢
Back Off	▢ ▢ ▢ ▢ ▢ ▢ ▢ □+▢
III Eagle	▢ ▢ ▢ ▢ ▢ ▢ ▢ ▢ □+▢
Lost Love	▢ ▢ ▢ ▢ ▢ ▢ ▢ ▢ ▢ ▢ □+▢
Baguash	▢ ▢ ▢ ▢ ▢ ▢ ▢ ▢ ▢ ▢ ▢ □+▢

## BA GUA KOMBOS

Art Of Overkill	▢ ▢ ▢ ▢
Four Dragons	▢ ▢ ▢ ▢ ▢ ▢

## STEEL FAN KOMBOS

Princess Blast	▢ ▢
Kirin Smash	▢ □+▢
Bootlicker	▢ ▢
Forgotten	▢ ▢ ▢+▢
Royal Pain	▢ ▢ ▢ □+▢
Forever	▢ ▢ ▢ ▢ □+▢
Edenian Rush	▢ ▢ ▢ ▢ ▢ □+▢

## FATALITY

Kiss Of Doom	▢ □ ▢ □ ▢
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## RAIDEN

<b>UNLOCK:</b>	PURCHASE IN KRYPT KOFFIN XG - 3,116 JADE KOINS
<b>STATUS:</b>	THUNDER GOD
<b>ALIGNMENT:</b>	GOOD
<b>WEIGHT:</b>	230 LBS
<b>HEIGHT:</b>	7'0
<b>STYLES:</b>	NAN CHUAN / JIUJITSU
<b>WEAPON:</b>	STAFF

### SPECIAL MOVES

Shocker	▢ □+▢
Lightning Dash	▢ □+▢
Lightning Bolt	▢ □+▢

### NAN CHUAN KOMBOS

Thunder Clap	▢ □
Electric Strike	▢ □+▢
The Middle Way	▢ □+▢
Knowledge And Skill	▢ □ ▢
Butterfly Palms	▢ □ ▢+▢
Finishing Touch	▢ □ ▢ ▢
Natural Way	▢ □ ▢ ▢+▢
Wake The Dead	▢ □ ▢ ▢+▢
Power Bolts	▢ □ ▢ ▢ ▢
▢+▢	
Out Of Order	▢ □ ▢ ▢ ▢ ▢ ▢
Black Thunder	▢ □ ▢ ▢ ▢ ▢ ▢ ▢
▢	
Sparky	▢ □ ▢ ▢ ▢ ▢ ▢ ▢
▢+▢	

### JUJUTSU KOMBOS

Heavenly Strikes	▢ ▢
Essence Of Strength	▢ □ ▢
Thunder God Fists	▢ □ ▢+▢
Fireworks	▢ □ ▢ ▢
Chain Lightning	▢ □ ▢ ▢
▢+▢	

### STAFF KOMBOS

Catching A Butterfly	▢ □ ▢
Dragon Wind	▢ □ ▢ ▢+▢

### FATALITY

Electrodution	▢ □ ▢ ▢ ▢
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## REPTILE

**UNLOCK:** PURCHASE IN KRYPT KOFFIN LL - 3,822 GOLD KOINS

**STATUS:** WARRIOR

**ALIGNMENT:** EVIL

**WEIGHT:** 199 LBS

**HEIGHT:** 6'0

**STYLES:** HUNG GAR / CRAB

**WEAPON:** KIREHASHI

### SPECIAL MOVES

Lizard Ball	▢ □+▢
Acid Spit	▢ □+▢

### HUNG GAR KOMBOS

Lazy Lizard	▢ □
Internal Strikes	▢ □
Wise Tiger	▢ □ ▢
Iron Thread	▢ □ ▢ ▢+▢
Matriach	▢ □ ▢ ▢ ▢
Evolution	▢ □ ▢ ▢ ▢ ▢
Zaterrorize	▢ □ ▢ ▢ ▢ ▢ ▢
▢	

### CRAB KOMBOS

Boiling Water	▢+▢ ▢
Crab Crawls On Sand	▢ ▢ ▢
Claws of Fury	▢ ▢ ▢
Reptilian Rage	▢ ▢+▢ ▢

### KIREHASHI KOMBOS

Dead End	▢ □
Reptilian Slice	▢ □
Shredder	▢+▢ ▢+▢
Rip Tore	▢ ▢+▢ ▢+▢

### FATALITY

Acidic Shower	▢ □ ▢ ▢ ▢
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## CYRAX

UNLOCK:	PURCHASE IN KRYPT KOFFIN CN - 3,003 PLATINUM KOINS
STATUS:	SPECIAL FORCES
ALIGNMENT:	GOOD
WEIGHT:	280 LBS
HEIGHT:	5'11
STYLES:	NINJITSU / SAMBO
WEAPON:	PULSE BLADE

## SPECIAL MOVES

Detonator (far)	▢ □+▢
Detonator (close)	▢ □+▢
Spinkicks	▢ □+▢
Slice And Dice	▢ □+▢

## NINJITSU KOMBOS

Ninja Strikes	▢▢▢
Stealth Blast	▢▢▢
Cyborg Strikes	▢▢▢ □+▢
Yellow Doom	▢▢▢
Full Gore	▢▢▢ □+▢
Pain Killer	▢▢▢ □+▢ L

## SAMBO KOMBOS

3-Step Rush	▢▢▢
Quicksand	▢▢▢
Ketchup	▢▢▢ □+▢
Mustard	▢▢▢ □+▢
LK9T9	▢+▢ ▢+▢ L
Oil Leak	▢+▢ ▢+▢ □+▢
LK4D4	▢▢▢ □+▢ □+▢ L
Self Destruct	▢▢▢ □+▢ □+▢
	▢+▢

## PULSE BLADE KOMBOS

None

## FATALITY

Claw Smasher □▢▢▢



## BLAZE

## SECRET

UNLOCK:  
TO PLAY AS BLAZE IN ARCADE AND VERSUS MODE, YOU MUST FIRST COMPLETE KONQUEST MODE, THEN HIGHLIGHT RAIDEN AND PRESS □ + START.

STYLES: HAPKIDO / JEET KUNE DO / XING YI

## SPECIAL MOVES

Flame Ball	▢ □+▢
Flame Uppercut	▢ □+▢ □+▢
Flame Charge	▢ □+▢

## HAPKIDO KOMBOS

Flowing Water	▢▢▢
Inner Power	▢▢▢
Spectre Blast	▢▢▢ □+▢
Lethal Legs	▢▢▢ □+▢
Lift-Off	▢▢▢ □+▢
Burning Soul	▢▢▢ □+▢
Sinking Leaf	▢▢▢ □+▢ □+▢
Doombringer	▢▢▢ □+▢
Firefly	▢▢▢ L
Fever	▢▢▢ L
Heat Stroke	▢▢▢ L
Wildfire	▢▢▢ L

## JEET KUNE DO KOMBOS

Straight Blast	▢▢
Spotlight	▢▢▢
Sticky Legs	▢▢▢
Outer Gate	▢▢▢ □+▢
Eruption	▢▢▢ □+▢
Arson	▢▢▢ □+▢
Burnout	▢▢▢ L

## XING YI KOMBOS

Sure Fire	▢▢
Casualty	▢▢
Honor And Disgrace	▢▢▢ □+▢
Assault And Battery	▢▢▢
Seek And Destroy	▢▢▢
Deadzone	▢▢▢ □+▢
Backlash	▢▢▢ □+▢
Three Powers	▢▢▢ □+▢

## FATALITY

No fatality



## MOKAP

## SECRET

UNLOCK:  
TO PLAY AS MOKAP IN ARCADE AND VERSUS MODE, YOU MUST FIRST COMPLETE KONQUEST MODE, THEN HIGHLIGHT CYRAX AND PRESS □ + START.

STYLES: KARATE / TAI CHI / TEA KWON DO

## SPECIAL MOVES

Fireball	▢ □+▢
Flip Kick	▢ □+▢
Charge Punch	▢ □+▢

## KARATE KOMBOS

Smash TV	▢▢▢
Bone Breaker	▢▢
Big Blast	▢▢▢
The Foot Sword	▢▢▢
Cutting Hands	▢▢▢
Closing Credits	▢▢▢ □+▢
Chopping Hands	▢▢▢
Cameo	▢▢▢
Prequel	▢▢▢
Director's Cut	▢▢▢ □+▢ □+▢
Box Office Smash	▢▢▢ A A A
Acoustic	▢▢▢ L □▢
Mechanical	▢▢▢ L □▢ L
Optical	▢▢▢ L □▢ □▢ □+▢
Magnet	▢▢▢ L □▢ L □▢

## TAI CHI KOMBOS

Empty And Full	▢▢
Blind Justice	▢+▢ A
Temple Of Heaven	▢▢▢
Play By Ear	▢▢▢
Cutting the Roots	▢▢▢ L
Dark Fists	▢▢▢
Fading Light	▢▢▢
Laoshr Assassin	▢▢▢
Five Poison Hands	▢▢▢ L B B

## TAE KWON DO KOMBOS

Clearness Of Mind	▢▢
Take Out	▢+▢ A
Peaceful World	▢▢▢ □+▢
Special Forces	▢▢▢ □+▢

## FATALITY

No fatality



# THE KRYPT

Whilst playing Konquest or Arcade mode, you'll earn Kurrency that can be used to purchase secrets from the Krypt. There are a total of 676 Koffins to open and inside each you can find Koins, Kostumes, Videos, Artwork plus a number of Secret Characters and Arenas.

## SECRET CHARACTERS

Once unlocked, these characters will become playable in all of the game modes.

Koffin	Character	Kost
CN	Cyrax	3,003 Platinum Koins
IV	Frost	208 Ruby Koins
KI	Kitana	2,931 Sapphire Koins
DL	Reptile	3,023 Gold Koins
MW	Hsu Hao	3,317 Jade Koins
SA	Jax Briggs	3,789 Ruby Koins
TI	Nitara	4,200 Gold Koins
UR	Drahmin	6,500 Sapphire Koins
XG	Raiden	3,116 Jade Koins

## CHARACTERS

Koffin	Character	Kost
AC	Li Mei	424 Platinum Koins
AU	Shang Tsung	463 Gold Koins
DG	Sonya Blade	57 Jade Koins
ER	Bo' Rai Cho	527 Platinum Koins
KF	Mavado	128 Jade Koins
MA	Johnny Cage	471 Ruby Koins
PN	Blaze	684 Onyx Koins
QK	Kenshi	244 Ruby Koins
SN	Quan Chi	175 Gold Koins
SZ	Kung Lao	322 Sapphire Koins
UX	Scorpion	509 Onyx Koins
WN	Sub Zero	143 Sapphire Koins
WZ	Kano	145 Onyx Koins
YP	Mokap	511 Gold Koins



## SECRET ARENAS

Once unlocked, these arenas will become available to choose from in two-player Vs matches.

Koffin	Arena	Kost
DS	Nethership	1,472 Ruby Koins
HP	House Of Pekara	2,093 Onyx Koins
JL	Laya Shrine	1,843 Gold Koins
KR	Palace Grounds	4,222 Sapphire Koins
PW	Sarna Ruins	2,006 Sapphire Koins
WT	Dragonfly	1,400 Jade Koins
ZD	Moloch's Lair	98 Ruby Koins



## KOSTUMES

Once unlocked, these extra Kostumes can be used by pressing the START button to select the character.

Koffin	Character	Kost
AA	Quan Chi	1,556 Gold Koins
AR	Nitara	2,206 Jade Koins
BD	Kano	1,520 Sapphire Koins
BQ	Kitana	1,327 Gold Koins
DK	Johnny Cage	1,460 Ruby Koins
JR	Raiden	1,685 Ruby Koins
KK	Li Mei	1,406 Sapphire Koins
ML	Shang Tsung	1,170 Gold Koins
PH	Bo' Rai Cho	1,200 Onyx Koins
QX	Hsu Hao	1,518 Jade Koins
RD	Mavado	1,455 Jade Koins
SH	Sonya Blade	1,834 Ruby Koins
SW	Drahmin	1,152 Jade Koins
UB	Frost	1,261 Gold Koins
UH	Scorpion	1,660 Jade Koins
XO	Reptile	1,736 Sapphire Koins
YA	SubZero	1,999 Sapphire Koins
YI	Kung Lao	1,208 Ruby Koins
YM	Kenshi	1,435 Platinum Koins
ZM	Jax Briggs	1,410 Ruby Koins
ZW	Cyrax	1,485 Sapphire Koins

## ARENAS

Koffin	Arena	Kost
AL	Shang Tsung's Palace	287 Ruby Koins
CK	Wu Shi Academy	556 Jade Koins
DM	Acid Bath	428 Onyx Koins
EA	The Lost Tomb	258 Sapphire Koins
EV	Drum Arena	356 Ruby Koins
JA	Kuan Palace	105 Gold Koins
MN	Portal	176 Onyx Koins
MR	Lung Hai Temple	412 Ruby Koins
QC	Lin Kuei Temple	216 Platinum Koins
QZ	Quan Chi's Fortress	501 Jade Koins

## VIDEOS

Koffin	Video	Kost
AV	Senate Of The Elder Gods Test	497 Ruby Koins
CX	Scorpion Goes Back To Hell	205 Gold Koins
DL	Scorpion Cloth Test	230 Platinum Koins
DW	Cave Arena Concept	157 Ruby Koins
FL	Early MKDA Promo	264 Sapphire Koins
HT	Ice Palace Test	462 Jade Koins
IY	MK Gold Endings	281 Onyx Koins
KC	Dragonfly Test	292 Gold Koins
LK	Wu Shi Academy Test	268 Onyx Koins
OY	Blade Arena Test	218 Sapphire Koins
QD	MK4 Arena Concept	268 Sapphire Koins
RF	Swamp Bird Test	155 Jade Koins
ST	Sarna Ruins Test	153 Jade Koins
UI	Cooking With Scorpion	270 Platinum Koins
XW	Baraka's Demise	96 Ruby Koins
ZG	Fatal Animation Test	301 Onyx Koins



## KOINS

Koffin	Koins	Kost
AJ	38 Gold Koins	26 Jade Koins
AO	57 Sapphire Koins	105 Onyx Koins
AW	88 Ruby Koins	76 Gold Koins
BF	120 Jade Koins	263 Platinum Koins
CH	92 Sapphire Koins	48 Jade Koins
CL	492 Onyx Koins	332 Gold Koins
CS	143 Ruby Koins	89 Sapphire Koins
CV	71 Jade Koins	121 Sapphire Koins
DA	18 Sapphire Koins	72 Ruby Koins
DJ	98 Ruby Koins	186 Platinum Koins
DN	18 Jade Koins	234 Sapphire Koins
DO	221 Onyx Koins	39 Gold Koins
DX	579 Ruby Koins	292 Jade Koins
ED	949 Platinum Koins	633 Platinum Koins
FN	1,800 Jade Koins	93 Jade Koins
FV	243 Platinum Koins	83 Platinum Koins
HX	38 Jade Koins	238 Onyx Koins
IN	57 Gold Koins	37 Sapphire Koins
IR	91 Sapphire Koins	55 Jade Koins
JE	59 Ruby Koins	82 Platinum Koins
JJ	772 Sapphire Koins	402 Gold Koins
JL	92 Gold Koins	168 Onyx Koins
KN	15 Gold Koins	7 Sapphire Koins
KS	216 Jade Koins	503 Platinum Koins
KU	322 Platinum Koins	219 Jade Koins
MF	102 Onyx Koins	58 Jade Koins
MQ	412 Jade Koins	278 Gold Koins
NG	252 Platinum Koins	63 Sapphire Koins
NK	116 Onyx Koins	77 Jade Koins
OM	177 Jade Koins	88 Ruby Koins
OP	125 Gold Koins	24 Jade Koins
OT	222 Onyx Koins	47 Onyx Koins
OX	352 Gold Koins	352 Ruby Koins
PB	6 Platinum Koins	12 Gold Koins
PD	1,056 Platinum Koins	451 Ruby Koins
PK	475 Platinum Koins	157 Platinum Koins
PO	108 Gold Koins	71 Ruby Koins
PR	25 Sapphire Koins	11 Platinum Koins
PU	267 Onyx Koins	175 Ruby Koins
QH	638 Onyx Koins	342 Jade Koins
QN	147 Gold Koins	96 Gold Koins
RI	28 Jade Koins	61 Onyx Koins
RL	159 Onyx Koins	5 Ruby Koins
RN	208 Gold Koins	203 Platinum Koins
RO	1 Shiny Ruby Koin!	27 Gold Koins
RT	258 Platinum Koins	374 Gold Koins
RZ	473 Gold Koins	317 Sapphire Koins
SG	97 Platinum Koins	94 Ruby Koins
SV	36 Sapphire Koins	145 Ruby Koins
TD	172 Platinum Koins	118 Ruby Koins
TU	98 Onyx Koins	197 Gold Koins
TW	180 Gold Koins	129 Ruby Koins
UC	320 Onyx Koins	3 Sapphire Koins
UG	67 Platinum Koins	245 Onyx Koins



92 SAPPHIRE KOINS

UK	45 Platinum Koins	35 Onyx Koins
UM	50 Gold Koins	33 Platinum Koins
US	32 Sapphire Koins	72 Platinum Koins
UV	520 Sapphire Koins	256 Jade Koins
UZ	107 Ruby Koins	78 Onyx Koins
WH	18 Ruby Koins	24 Platinum Koins
WJ	248 Sapphire Koins	165 Gold Koins
WL	44 Jade Koins	22 Gold Koins
WQ	78 Onyx Koins	151 Sapphire Koins
WS	165 Platinum Koins	44 Onyx Koins
WV	97 Jade Koins	424 Jade Koins
XE	294 Onyx Koins	147 Onyx Koins
XL	3 Ruby Koins	843 Onyx Koins
YF	64 Platinum Koins	16 Platinum Koins
YH	82 Sapphire Koins	78 Jade Koins
YN	26 Gold Koins	61 Ruby Koins
YT	227 Sapphire Koins	384 Sapphire Koins
YX	242 Ruby Koins	83 Gold Koins
ZK	164 Sapphire Koins	216 Ruby Koins
ZR	600 Gold Koins	244 Sapphire Koins
ZV	116 Ruby Koins	182 Onyx Koins
ZZ	355 Ruby Koins	254 Gold Koins

FM	Palace Exterior Sketch	76 Sapphire Koins
FP	Palace Exterior Sketch	46 Gold Koins
HM	Shao Lin Temple Sketch	217 Onyx Koins
HN	Lung Hai Temple Sketch	382 Jade Koins
HO	Scorpion Preliminary Model	407 Jade Koins
HR	Konquest Mode Concepts	187 Jade Koins
HW	Fire Well Concept	56 Ruby Koins
IB	Forest Sketch	275 Platinum Koins
IF	River Front Concept	195 Ruby Koins
IG	Lava Shrine Exterior Concept	208 Gold Koins
IK	Lava Shrine Priest	503 Platinum Koins
IM	Church Concept	227 Gold Koins
IQ	Fortress Exterior Sketches	257 Gold Koins
IT	Character Concepts	269 Ruby Koins
IU	Daimai Sketch	342 Jade Koins
IZ	Jax Renderings	201 Onyx Koins
IC	Finis Sketches	287 Gold Koins
JD	Swamplands Test Render	305 Jade Koins
JF	Drum Arena Sketch	532 Ruby Koins
JH	Hsu Hao Sketches	271 Gold Koins
JL	Li Mei Sketch	291 Jade Koins
JM	Shang Tsung Drawings	218 Sapphire Koins
JO	Kitana Sketches	253 Ruby Koins
JS	Dragonfly Render	294 Ruby Koins
JU	Palace Interior Sketch	266 Platinum Koins
JX	Raiden Test Render	167 Gold Koins
KA	Swamplands Sketch	412 Onyx Koins
KB	Elder God Hall Sketch	247 Jade Koins
KE	Ninja Sketch	402 Gold Koins
KL	Cyrax Sketches	202 Platinum Koins
KO	Konquest Mode Concepts	197 Sapphire Koins
KT	Moloch Test Render	275 Onyx Koins
KV	Arena Concepts	236 Sapphire Koins
KZ	Character Concepts	263 Jade Koins
LA	Blood Platide Details	56 Ruby Koins
LB	Game Play Wall Trick Ideas	258 Jade Koins
LC	Game Play Kicks And Dodges	462 Sapphire Koins
LD	Game Play Fatalities	302 Onyx Koins
LE	Game Play Face Strikes	512 Platinum Koins
LF	Game Play Special Moves	305 Gold Koins
LG	Game Play Throws	195 Ruby Koins
LH	Game Play Fatalities	165 Jade Koins
LI	Game Play Throw	135 Sapphire Koins
LP	Sub Zero Sketch	442 Ruby Koins
MC	Wu Shi Academy Sketches	261 Platinum Koins
MM	Bridge Arena Concept	215 Ruby Koins
MO	Drahmin Sketches	177 Jade Koins
MS	Outworld Concept Sketch	253 Platinum Koins
MU	Santa Rums Concept	210 Sapphire Koins
MV	Hsu Hao Sketches	372 Platinum Koins
MX	Palace Exterior Sketch	302 Platinum Koins
MY	Moloch's Ball Sketches	167 Jade Koins
NA	Sonya Sketch	177 Ruby Koins
NB	House Of Pekara Render	287 Jade Koins
NE	Jax Concept Sketch	270 Ruby Koins
NF	Scorpion Promo Render	392 Ruby Koins
NH	Hachiman Sketch	147 Onyx Koins
NI	Kitana Sketches	422 Gold Koins
NL	Wu Shi Academy Monk	252 Gold Koins
NM	Scorpion Online Promo Image	182 Sapphire Koins
NV	Blaze Sketches	452 Jade Koins
NQ	Quan Chi Promo Render	157 Sapphire Koins
NU	Quan Chi's Fortress Sketches	254 Onyx Koins
NW	Lost Tomb Sketch	207 Platinum Koins
NZ	The Mine Arena Concept	446 Gold Koins
OA	Movie Storyboards 1 of 8	105 Onyx Koins
OB	Movie Storyboards 2 of 8	248 Platinum Koins
OC	Movie Storyboards 3 of 8	322 Gold Koins
OD	Movie Storyboards 4 of 8	280 Ruby Koins
OE	Movie Storyboards 5 of 8	326 Jade Koins
OF	Movie Storyboards 6 of 8	412 Sapphire Koins
OG	Movie Storyboards 7 of 8	266 Onyx Koins
OH	Movie Storyboards 8 of 8	324 Platinum Koins

## ARTWORK

Koffin	Artwork	Kost
AB	Kung Lao Sketch	186 Gold Koins
AD	Mulchi Sketches	38 Sapphire Koins
AG	Deadly Alliance Is Born	258 Sapphire Koins
AH	Shang Tsung Sketch	66 Gold Koins
AK	Moloch Promo Render	432 Gold Koins
AM	Mavado Cool Concepts	192 Platinum Koins
AQ	Scorpion Concept Sketch	226 Ruby Koins
AS	Palace Exterior Sketch	65 Jade Koins
AT	Swamplands Sketch	269 Ruby Koins
AY	Concept Characters	258 Platinum Koins
AZ	Test Your Sight Concept	442 Ruby Koins
BA	Un Xian Temple Concept	264 Onyx Koins
BC	Giant Drummer Detail	452 Gold Koins
BE	Swamplands Sketch	67 Gold Koins
BG	Baphomet Sketch	217 Sapphire Koins
BI	Sonya Concept Sketch	167 Jade Koins
BK	Drum Arena Details	136 Sapphire Koins
BM	Characters Concepts	237 Onyx Koins
BS	Mavado Sketches	253 Sapphire Koins
CA	Shang Tsung's Palace Sketch	218 Onyx Koins
CB	Octo Garden Sketch	252 Sapphire Koins
CI	Shang Tsung Soul Concept	261 Jade Koins
CF	Female Character Concepts	268 Onyx Koins
CI	Test Your Sight Concept	271 Jade Koins
CI	Quan Chi Sketches	272 Ruby Koins
CM	House Of Pekara Concept	348 Gold Koins
CQ	Senate Of Elder Gods Concept	272 Gold Koins
CR	Raiden Sketch	294 Platinum Koins
CU	Swamplands Sketch	257 Sapphire Koins
CW	Academy Promo Render	226 Ruby Koins
CY	Soul Cage Concept	116 Ruby Koins
DA	Hsu Hao Concept	362 Onyx Koins
DB	Soul Chamber Concept	257 Sapphire Koins
DC	Character Concepts	126 Gold Koins
DH	Shokan Warriors	199 Gold Koins
DK	Mavado Sketches	773 Sapphire Koins
DT	Li Mei Sketch	332 Ruby Koins
EL	Swamplands Sketch	288 Sapphire Koins
EH	Reptile Sketch	253 Onyx Koins
EL	Quan Chi's Face Texture	36 Onyx Koins
EU	Dairou Drawings	262 Ruby Koins
EL	Cyrax Sketch	254 Platinum Koins
EZ	Blood Stone Mine Concept	412 Platinum Koins
FL	Cyrax Test Render	262 Gold Koins
FE	Li Mei Sketch	242 Gold Koins
FG	Dragonfly Concept Binder	297 Gold Koins
FH	House Of Pekara Concept	215 Ruby Koins



OJ	Interactive Arena Concept	462 Onyx Koins
QK	Evil Masters Sketch	136 Platinum Koins
ON	Quan Chi Sketches	227 Jade Koins
OV	Reptile's Lair Concept	36 Onyx Koins
OW	Fallen Giants Arena Sketch	422 Sapphire Koins
PA	Lung Hai Temple Concept	272 Ruby Koins
PE	Kung Lao Render Test	392 Ruby Koins
PJ	Organic Arena Details	292 Onyx Koins
PL	Dojo Concept	382 Gold Koins
PM	Mawod Sketch	253 Platinum Koins
PQ	Lava Shrine Sketch	283 Sapphire Koins
PT	Sapphire Yari Concept	202 Ruby Koins
PZ	Lava Shrine Sketch	186 Jade Koins
QB	Mawod Sketches	272 Jade Koins
QI	Lung Hai Temple Sketch	192 Sapphire Koins
QO	Fan Art, 1 of 5	1616 Gold Koins
QP	Fan Art, 2 of 5	1214 Jade Koins
QQ	Fan Art, 3 of 5	920 Ruby Koins
QR	Fan Art, 4 of 5	512 Sapphire Koins
QS	Fan Art, 5 of 5	875 Onyx Koins
RG	Sub Zero Sketch	187 Gold Koins
RH	Bridge Arena Concept	208 Jade Koins
RM	Kautan Palace Sketch	182 Onyx Koins
RQ	Shang Tsung Sketches	225 Onyx Koins
RR	Shang Tsung's Palace Sketch	224 Sapphire Koins
RU	Lava Shrine Sketch	176 Onyx Koins
RW	Shang Tsung's Palace Sketch	262 Ruby Koins
RY	Mawod Sketch	174 Onyx Koins
SI	Tiamat Sketch	292 Sapphire Koins
SK	Jax Preliminary Model	176 Sapphire Koins
SU	Kenshi's Story Sketch	106 Sapphire Koins
TB	Quan Chi's Korianda Sketches	259 Platinum Koins
TC	Palace Exterior Sketch	135 Onyx Koins
TE	Character Concepts	261 Gold Koins
TH	Konquest Mode Concepts	282 Gold Koins
TJ	Kain Sketches	259 Sapphire Koins
TL	Acid Bath Sketch	360 Jade Koins
TM	Ibu Haxi Sketches	251 Ruby Koins
TN	Early MKDA	211 Ruby Koins
TO	Early MKDA	316 Jade Koins
TP	Early MKDA	294 Onyx Koins
TQ	Early MKDA	616 Platinum Koins
TR	MKDA Promo Image	392 Ruby Koins
TT	Test Your Might Sketch	147 Platinum Koins
TV	Wu Shi Academy Sketches	273 Onyx Koins
TX	Koro's Throne Sketch	167 Gold Koins
UD	Drahmin Sketch	252 Gold Koins
UL	Kai Sketch	252 Jade Koins
UT	Bridge Arena Concept	157 Onyx Koins
VB	Blaze Skinsh	116 Ruby Koins
WI	Story Mode Concept Sketch	242 Jade Koins
WK	Front Sketches	76 Platinum Koins
WO	Acid Buddha Detail	270 Ruby Koins
WP	Drahmin Sketches	247 Ruby Koins
WU	Lung Hai Temple Sketches	256 Onyx Koins
WW	Dragon Portal Concept	262 Jade Koins
WY	Bo' Rai Cho Sketches	264 Sapphire Koins
XB	Cage Sketch	271 Platinum Koins
XC	Quan Chi's Sanctum Sketch	352 Sapphire Koins
XD	Acid Buddha Detail	526 Gold Koins
XH	Cyrax Sketches	352 Onyx Koins
XI	Quan Chi Renov.	197 Platinum Koins
XR	Konquest Mode Concepts	288 Ruby Koins
XS	Kung Lao Sketch	283 Platinum Koins
XV	Organic Arena Concept	503 Onyx Koins
XZ	The Marsh Concept	255 Onyx Koins
YC	Moloch Promo Render	257 Platinum Koins
YE	Temple Drawings	274 Platinum Koins
YG	Swamplands Test Render	312 Sapphire Koins
YK	Dragonfly Concept Model	225 Platinum Koins
YL	Jax Concept Sketch	199 Jade Koins
YO	Soyzu Sketch	194 Sapphire Koins
YV	Graveyard Concept	86 Platinum Koins

YE	Kapshi Test Render	235 Onyx Koins
ZB	Spider Arena Concept	106 Gold Koins
ZC	Iron Colour Sketches	218 Platinum Koins
ZE	Zebron	257 Jade Koins
ZF	Lava Shrine Sketch	237 Ruby Koins
ZH	The Krypt Concept	372 Sapphire Koins
ZI	Hell Concept	452 Jade Koins
ZJ	Water Temple Concept	272 Onyx Koins
ZL	Kaiju Arena Sketch	129 Jade Koins
ZQ	Sub Zero Promo Render	282 Jade Koins
ZU	Kualan Palace Sketch	201 Platinum Koins

DP	Mortal Kombat 2 Print Ad	224 Jade Koins
DU	MK3 Behind The Scenes	368 Onyx Koins
EB	Ed Boon	237 Ruby Koins
EE	Mythologies Home Version	1200 Platinum Koins
EF	Quality Assurance: Chicago	267 Gold Koins
EG	MK3 Arcade Marquee	74 Platinum Koins
EI	Action Figures	512 Sapphire Koins
EJ	Action Figures	547 Jade Koins
EK	Action Figures	424 Ruby Koins
EL	Action Figures	434 Platinum Koins
EM	Action Figures	405 Gold Koins
EN	Action Figures	246 Onyx Koins
EO	Action Figures	289 Sapphire Koins
EP	Action Figures	166 Jade Koins
EQ	Action Figure Vehicles	256 Sapphire Koins
ES	MK3 Ultimate Print Ad	167 Platinum
EW	Quan Chi's Chest Armor	286 Platinum
FB	A Long Time Ago...	248 Ruby Koins
FC	A Softer Side to Cyrax	310 Sapphire Koins
FD	Portal Story	156 Onyx Koins
FF	MK1: Sub Zero Vs Scorpion	1199 Gold Koins
FI	Deadly Alliance Koins	262 Platinum Koins
FJ	MK3 Arcade Cabinet	179 Ruby Koins
FK	Bug Blaster	520 Platinum Koins
FO	MK2 Characters	76 Ruby Koins
FQ	MK T-Shirts	282 Platinum Koins
FR	MK Youth Clothing	401 Gold Koins
FS	MK Sweatshirts	389 Onyx Koins
FT	MK T-Shirts	126 Sapphire Koins
HQ	Sektor's Helmet	192 Onyx Koins
HS	Herman Sanchez	272 Jade Koins
HU	MK Pinball	435 Ruby Koins
HV	MK Gold Print Ad	306 Jade Koins
HY	Kenshi's Sword	408 Sapphire Koins
HZ	Shang Tsung's Soulnado	526 Onyx Koins
IA	MK4 Logo	37 Ruby Koins
IC	MK Rock 'Em Sock 'Em	326 Platinum Koins
ID	Sub Zero's Coffee Mug	340 Jade Koins
IE	32 Pack Adult Diapers	653 Sapphire Koins
II	Quan Chi's Amulet	314 Ruby Koins
IP	Halloween Masks	257 Onyx Koins
IS	Sub Zero's Blade	244 Ruby Koins
IX	MKDA Merchandise	265 Sapphire Koins
JB	Programmers	392 Sapphire Koins
JG	Jon Greenberg	272 Jade Koins
JI	MK4 Print Ad	266 Jade Koins
JN	John Nocher	252 Jade Koins
JO	MK2 Arcade Board	161 Onyx Koins
JP	John Podlasek	169 Gold Koins
JT	Johnny Cage Videos	259 Platinum Koins
JV	John Vogel	334 Ruby Koins
JW	Kano's Reminder	164 Sapphire Koins
JY	MK4 Home Version	183 Sapphire Koins
KD	Artists	342 Jade Koins
KG	Edenia Golf Outfitters	608 Jade Koins
KH	Can Of Squid	382 Platinum Koins
KJ	MK Baseball Caps	248 Platinum Koins

## EXTRAS

AE	MK2 Cabinet Security Panels	118 Onyx Koins
AI	Quan Chi's Tattoos	277 Onyx Koins
AP	Quan Chi's Throne	154 Onyx Koins
AX	Quan Chi's Inner Sanctum	337 Gold Koins
BB	Sub Zero's Medallion	326 Ruby Koins
BH	Ultimate MK3 Arcade Marquee	116 Jade Koins
BJ	Ghost Ship	178 Platinum Koins
BL	Portal Sphere	145 Jade Koins
BN	The Grid: Guest Stars	720 Onyx Koins
BO	The Grid: Noob Saibot	305 Platinum Koins
BP	The Grid: MK Ninjas	426 Gold Koins
BT	Blood Energy Drink	291 Sapphire Koins
BU	Reptile Skin Lotion	336 Platinum Koins
BV	Backstage: MK4 Commercial	371 Sapphire Koins
BW	Backstage: MK4 Commercial	329 Onyx Koins
BX	Backstage: MK4 Commercial	212 Platinum Koins
BY	MK Gold Logo	183 Gold Koins
BZ	MK4: Sonya and Tanya	381 Platinum Koins
CC	Book of Destiny	376 Jade Koins
CE	Great Dragon Egg	174 Jade Koins
CO	Kano's Cereal	192 Ruby Koins
CP	Carlos Pesina	172 Ruby Koins
CT	Dragonfly Story	588 Ruby Koins
DC	MK3: Kung Lao Vs Jax	838 Onyx Koins
DD	Lifeguard Sonya	355 Gold Koins
DF	Dan Toasty's Forden	286 Platinum Koins
DI	Quan Chi On The Sax	254 Sapphire Koins



KK	MK4 Characters	694 sapphire Koins
KM	MK Strategy Guides	350 Jade Koins
KQ	Alexander Barrentine	282 Onyx Koins
KY	MK1: Cage Vs Kano	843 Platinum Koins
LU	Nitara's Crystal	134 Gold Koins
LM	Luis Mangubat	165 Onyx Koins
LN	Chrome Bling	306 Onyx Koins
LO	Deadly Alliance Website	329 Onyx Koins
LQ	MK1 Arcade Goro	477 Sapphire Koins
LR	MKDA Box Art Concepts	176 Gold Koins
LS	MKDA Box Art Concepts	157 Sapphire Koins
LT	MKDA Logo Concepts	105 Onyx Koins
LU	MKDA Box Art Concepts	170 Jade Koins
LV	MKDA Box Art Concepts	140 Ruby Koins
LW	Midway Creative Media	332 Gold Koins
LY	MK4 Scorpion Vs Raiden	160 Sapphire Koins
MB	Mike Boon	188 Gold Koins
MD	Tools And Technology	80 Onyx Koins
ME	MKDA Print Ad	237 Jade Koins
MG	MK4 Road Tour	134 Platinum Koins
MH	MK4 Road Tour	83 Gold Koins
MI	MK4 Arcade Debut	96 Gold Koins
MK	MK1 Arcade	188 Platinum Koins
MP	MK Basketball Concept	314 Gold Koins
MT	Mike Taran	227 Gold Koins
MZ	Assassin For Hire	383 Sapphire Koins
NC	Nigel Casey	275 Platinum Koins
NJ	MK Lunch Time	326 Gold Koins
NO	Kabal's Helmet	426 Jade Koins
NP	MK3 Scorpion Vs Jade	525 Platinum Koins
NS	Nick Shin	270 Ruby Koins
NT	Arctic Hold	275 Gold Koins
NV	Kenshi's Glass Eyes	290 Gold Koins
NX	Damnation Charcoal	365 Sapphire Koins
NY	Brian Lebaron	281 Sapphire Koins
OI	Midway Movie Group	263 Jade Koins
OO	Mortal Candies	274 Onyx Koins
OQ	MK4 Logo Treatment	95 Sapphire Koins
OR	Alan Villani	450 Platinum Koins
OU	Back To School With MK	338 Ruby Koins
PC	Football Raiden	20 Sapphire Koins
PF	Reptile's De-Evolution	343 Ruby Koins
PG	Paulo Garcia	442 Ruby Koins
PP	MK Gear	516 Sapphire Koins
PS	Moloch The Hobbyist	294 Jade Koins
PX	Goro Statuette	493 Onyx Koins
PY	Backstage: MK Mythologies	316 Ruby Koins
QA	Quality Assurance Chicago	142 Sapphire Koins
QF	MKDA Hats and Shirts	311 Ruby Koins
QL	MK3 Promo Art	488 Sapphire Koins
QM	MK1 Characters	644 Jade Koins
QT	MK1 Get Over Here!	58 Onyx Koins
QU	MK4 Logo Designs	346 Gold Koins
QV	Reptile's Past	318 Gold Koins
QW	MK2 Arcade	233 Ruby Koins
QY	MKDA At E3 Expo 2002	238 Gold Koins
RB	Robert Blum	253 Platinum Koins
RC	Midway Creative Media	272 Ruby Koins
RE	MK3 Print Ad	107 Sapphire Koins
RJ	MKDA Print Ads	189 Gold Koins
RK	Evolution Of Kombat	1,000 Jade Koins
RP	MK1 Test Your Might	31 Sapphire Koins
RS	Randy Severin	267 Platinum Koins
RV	MK Musik	307 Sapphire Koins
SB	Steve Beran	291 Jade Koins
SC	Shawn Cooper	226 Sapphire Koins
SD	Quality Assurance San Diego	326 Onyx Koins
SE	Kirehashi Blade	308 Platinum Koins
SF	Shang Tsung's Insouls	138 Jade Koins
SJ	MK4 Scorpion	353 Onyx Koins
SL	Tools And Technology	117 Sapphire Koins
SM	MKDA Print Ad	56 Jade Koins
SO	MKDA Promo Pieces	2 Sapphire Koins

SQ	Peptic Thunder	167 Platinum Koins
SR	MK4 Goro Vs Cage	342 Ruby Koins
SS	Kung Lao Dragon Sword	214 Platinum Koins
SX	MK4 Arcade Marquee	215 Onyx Koins
SY	Cyrax's Arm	486 Onyx Koins
TA	Todd Allen	177 Ruby Koins
TF	MK4 Characters	470 Jade Koins
TC	Tony Goskie	262 Gold Koins
TS	Artists	352 Onyx Koins
TY	Baraka	390 Gold Koins
TZ	Animators	195 Gold Koins
UA	MK4 PC Version	205 Jade Koins
UF	MK4 Liu Kang Fatality	371 Gold Koins
UJ	Goro On The Kit	225 Sapphire Koins
UN	MK4 Print Ad	152 Sapphire Koins
UO	MK Trading Cards	243 Jade Koins
UP	MK Trading Cards	406 Ruby Koins
UQ	Undefeatable Army	185 Ruby Koins
UW	Adema Live at E3 Expo	255 Gold Koins
UY	MK Hits The Big Screen	359 Jade Koins
VA	Shao Khan's Armor	299 Platinum Koins
VC	3Pt Staff, Butterfly Knives	209 Jade Koins
VD	Aikido	152 Ruby Koins
VE	Baji Quan And Crab	173 Gold Koins
VF	Basic Fighting Strikes	212 Sapphire Koins
VG	Basic Fighting Strikes	362 Onyx Koins
VH	Broadswords	72 Platinum Koins
VI	Cudgel	184 Jade Koins
VJ	Drunken Master	58 Ruby Koins
VK	Dragon and Eagle Claw	268 Gold Koins
VL	Escrina and Crane	180 Sapphire Koins
VM	Shuai Chiao and Shaolin Fist	198 Onyx Koins
VN	Hapkido and Nan Chuan	86 Platinum Koins
VO	Hoookswords and Sai	247 Jade Koins
VP	Hung Gar and Jujutsu	356 Ruby Koins
VQ	Jojutsu	241 Gold Koins
VR	Judo	174 Sapphire Koins
VS	Kali Sticks and Nunchaku	219 Onyx Koins
VT	Kama and Katara	405 Platinum Koins
VU	Karate	180 Jade Koins
VV	Long Fist and Muay Thai	192 Ruby Koins
VW	Motion Capture Markers	162 Gold Koins
VX	Pi Guua and Jeet Kune Do	248 Sapphire Koins
YY	Praying Mantis and Lui He Ba Fa	35 Onyx Koins
VZ	Sambo	223 Platinum Koins
WA	Straight Sword	194 Jade Koins
WB	Tai Chi	242 Ruby Koins
WC	Tae Kwon Do	156 Gold Koins
WD	Tonfa	186 Sapphire Koins
WE	Tong Bei and Yuan Yang	186 Onyx Koins
WF	Wing Chun and Snake	214 Platinum Koins
WG	Xing Yi and Tang Soo Do	186 Jade Koins
WR	MK3 Home Version	125 Ruby Koins
WX	Hsu Hao Implant	315 Gold Koins
XA	The Grid	172 Gold Koins
XF	Mortal Kombat Gold Characters	265 Gold Koins
XI	MK3 Behind The Scenes	457 Platinum Koins
XP	MK4 Gift Cards	436 Gold Koins
XQ	Raiden Performance Audio	199 Jade Koins
XT	MK3 Characters	65 Jade Koins
XU	Mortal Friday	194 Onyx Koins
XX	MK Memorabilia	365 Onyx Koins
XY	Shang Tsung's Palace Story	55 Platinum Koins
YB	Ketchup and Mustard	358 Jade Koins
YD	MK Stickers and Tattoos	412 Gold Koins
YI	MK2 Arcade Marquee	197 Gold Koins
YQ	Tools And Technology	146 Gold Koins
YR	MK3 Home Version	143 Gold Koins
YS	10 Worst MKDA Subtitles	151 Platinum Koins
YU	MK4 Comic Book	374 Platinum Koins
YW	Fashion Model Li Mei	376 Gold Koins
ZP	MK1 Print Ad	129 Jade Koins
ZS	MK Home Graphics	381 Sapphire Koins

ZT	Animators	215 Sapphire Koins
ZY	The Fans Speak	186 Platinum Koins

## COMIC BOOK

Koffin	Art	Kost
AFX	Comic Book Art, 1 of 41	492 Sapphire Koins
FT	Comic Book Art, 2 of 41	27 Ruby Koins
FZ	Comic Book Art, 3 of 41	136 Onyx Koins
CA	Comic Book Art, 4 of 41	572 Gold Koins
GB	Comic Book Art, 5 of 41	458 Jade Koins
CC	Comic Book Art, 6 of 41	412 Gold Koins
GD	Comic Book Art, 7 of 41	74 Sapphire Koins
CE	Comic Book Art, 8 of 41	271 Ruby Koins
GF	Comic Book Art, 9 of 41	124 Platinum Koins
GT	Comic Book Art, 10 of 41	63 Jade Koins
GH	Comic Book Art, 11 of 41	418 Platinum Koins
CI	Comic Book Art, 12 of 41	100 Sapphire Koins
GJ	Comic Book Art, 13 of 41	326 Platinum Koins
GI	Comic Book Art, 14 of 41	374 Platinum Koins
GL	Comic Book Art, 15 of 41	128 Ruby Koins
GM	Comic Book Art, 16 of 41	555 Onyx Koins
GN	Comic Book Art, 17 of 41	91 Gold Koins
GU	Comic Book Art, 18 of 41	432 Sapphire Koins
GP	Comic Book Art, 19 of 41	58 Jade Koins
UQ	Comic Book Art, 20 of 41	532 Jade Koins
GR	Comic Book Art, 21 of 41	599 Onyx Koins
GS	Comic Book Art, 22 of 41	182 Gold Koins
GT	Comic Book Art, 23 of 41	307 Ruby Koins
TA	Comic Book Art, 24 of 41	134 Sapphire Koins
GV	Comic Book Art, 25 of 41	507 Platinum Koins
GW	Comic Book Art, 26 of 41	254 Ruby Koins
GX	Comic Book Art, 27 of 41	88 Onyx Koins
GY	Comic Book Art, 28 of 41	351 Platinum Koins
GZ	Comic Book Art, 29 of 41	575 Ruby Koins
HA	Comic Book Art, 30 of 41	62 Gold Koins
HB	Comic Book Art, 31 of 41	626 Ruby Koins
HC	Comic Book Art, 32 of 41	215 Onyx Koins
HD	Comic Book Art, 33 of 41	176 Sapphire Koins
HR	Comic Book Art, 34 of 41	978 Jade Koins
HF	Comic Book Art, 35 of 41	203 Onyx Koins
HG	Comic Book Art, 36 of 41	555 Gold Koins
HH	Comic Book Art, 37 of 41	222 Platinum Koins
HL	Comic Book Art, 38 of 41	225 Jade Koins
HJ	Comic Book Art, 39 of 41	637 Onyx Koins
HK	Comic Book Art, 40 of 41	138 Gold Koins
HL	Comic Book Art, 41 of 41	145 Sapphire Koins

## EMPTY

Some Koffins are completely empty. These are the ones to avoid!

Koffin	Kost
DV	257 Ruby Koins
DZ	258 Onyx Koins
FU	20 Onyx Koins
JZ	25 Jade Koins
KW	257 Sapphire Koins
LX	147 Platinum Koins
MJ	268 Onyx Koins
ND	212 Sapphire Koins
OK	326 Jade Koins
OS	166 Onyx Koins
PV	206 Sapphire Koins
QE	346 Gold Koins
QJ	49 Ruby Koins
RX	105 Sapphire Koins
SP	63 Gold Koins
UU	1214 Jade Koins
WM	36 Ruby Koins
XN	27 Gold Koins
YY	85 Ruby Koins
ZA	63 Onyx Koins
ZN	145 Sapphire Koins



INSIDE THIS MONTH'S

# XBM

XBOX

**RETURN TO CASTLE  
WOLFENSTEIN**

**DEAD OR ALIVE  
XTREME BEACH  
VOLLEYBALL**

**THE SIMS**

**PANZER  
DRAGOON ORTA**

**INDIANA JONES**

**MORTAL COMBAT  
DEADLY ALLIANCE**

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XBOX

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It's bikini heaven

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Get a life...

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**ISSUE 2 ON SALE NOW**

# RESIDENT EVIL 0

**Having trouble getting around the Spencer mansion? Don't worry. We're here to help...**

## THE TRAIN

The story of the T-virus outbreak begins here, before the events in Racoon City's mansion. Will Rebecca survive and can the escaped convict be trusted...?

### THE NIGHTMARE BEGINS

Head through the door to the west. On the other side, kill the Zombie behind you and run past it, into the next door. Take the Train Key from the corpse at the end of the corridor and watch the cut-scene where Rebecca meets Billy. When it's over, you'll be attacked by a pair of Dogs. Kill them and take the Handgun Ammo from Edward's body. Examine the writing on the Key you picked up, identifying it as the Dining Car Key.

Head back through the corridor to Room 202 (the door nearest the one you entered by) for a Passenger's Diary, some Handgun Ammo and an Ink Ribbon. Go back to the corridor and into Room 201, next door, to find another Ink Ribbon, a Green Herb, the Investigation Orders and a Typewriter. Save your game, then leave the room and enter the door to the east, back the way you came. Run past or kill the trio of Zombies, before heading up the stairs to find a second Green Herb. Go back down now and into the cabin to the east.

Watch the cut-scene and run through the door to the east, before you're attacked by Zombies. Take the Notice To Supervisors in the corner, then head up the stairs and a little further into the room to see a cut-scene. Leg it back to the stairs (don't try and fight) and Billy will save the day. You'll receive Player's Manual 2 when the cut-scene ends – read it, then swap most of your ammo over to Billy. Use the ladder at the end of the room to get up to the roof, making sure Billy stays behind. Head along the top of the Train and examine the sparking wires to reconnect the power.

#### WARNING

Make sure you've moved most of Rebecca's ammo to Billy, before using her to connect the wires.

### A SHORT, SHARP SHOCK

Rebecca will be trapped now, but don't worry too much about it. Take the Green Herb and Handgun Ammo on the counter, followed by the Train Key on the shelf by the door. Examine its tag to find that it's the Conductor's Key, then put it in the Service Lift and send it on its way. Switch characters to Billy and head downstairs, into the door with the green light above it. Take the Conductor's Key from the Service Lift around the corner, then move back towards the front of the Train, avoiding as many Zombies as possible. Enter the Conductor's Room at the end of the winding cabin, then take the Train Map, Red Herb and Green Herb inside. Get the

Briefcase from the cupboard in the corner and search the floor for a Note From Conductor. Flick the switch by the door to make a ladder appear, then climb it.

Watch the cut-scene as you move around the bar, then head into the next room. Grab the Ice Pick on the trolley and go into Room 101, along the corridor. Take the Handgun Ammo, Ink Ribbon, Shotgun Ammo, First-Aid Spray and Hunting Gun in here, exchanging your items so you're carrying as much ammo and health as you can. That's because, when you head back into the room with the bar, you'll have to fight the Scorpion.

### AFTERMATH

Take the Briefcase and Ice Pick if you left them behind and dump the Hunting Gun – it's served its purpose. Grab the Panel Opener at the far end of the Scorpion's room, then head all the way back to the first floor kitchen, past (or even through) any Zombies you didn't kill before. Send the Ice Pick up via the Service Lift, then switch characters and pick it up with Rebecca. Use the Pick on the door, then head through it and downstairs to join up with Billy. Switch back to him now and get Rebecca to follow you, before switching her to 'Attack' mode and making sure your ammo is split between you.

Use your Panel Opener on the floor panel in the corner, then go through the crawlspace and blast the Dogs that attack. Take the Gas Tank, First Aid Spray and Shotgun Ammo next to you, then the Gold Ring inside the Dogs' cage. Go back to the kitchen now and blast the Zombie that jumps out of the fridge. Combine your Gas Tank with the Empty Bottles inside to create some Molotov Cocktails.

Go through the door at the back of the train now, to find a Hookshot locked to the wall. Stand one of your characters in front of it, then split up the group and move the other to the lever in the far corner of the platform. Pull it, then switch characters to

get the Hookshot and the Hookshot Operator's Manual.

### GRAPPLING WITH THE PROBLEM

Run back towards the front of the train now, stopping in the carriage with the stairs leading to the second floor. Kill the Zombies that reappear inside, then give the Briefcase and Gold Ring to Billy, before combining the two. Give Billy the Hookshot as well, then use it on the open window, next to the stairs. Head along the roof and drop into the hole you come to, killing the Zombie inside. Take the Knife on the floor and the Jewelry Box from the cupboard behind the Zombie. Open it to find the Silver Ring, then combine it with your Briefcase. Open the case to get the Blue Keycard and leave the room through the door.

### WARNING

Make sure your characters have touched all the items you want to take with you when you leave the train. Anything you can't carry can be found after it stops, but only if it appears as an icon on your map.

Watch the cut-scene, then leg it through the Leech-infested corridor and down the stairs. Collect Rebecca at the bottom and switch most of your ammo over to Billy. Take control of Billy and lead Rebecca to the very front of the train, using the Keycard on the Card Reader to get past the locked door. Watch a series of cut-scenes as you make your way to the cab and read the Brake Operation Manual when you reach it. Choose Rebecca to stay behind and take the Magnetic Card in front of you when the game restarts. Grab both sets of Handgun Ammo (one's hidden under a cabinet behind Rebecca), then start making your way to the rear of the train – be quick, as you only have three and a half minutes to stop it!

Run past the Zombies in the first area, then shoot the Zombie in the winding corridor until it falls to the ground. In the

### INFORMATION

#### RESIDENT EVIL ZERO

PUBLISHER: CAPCOM

DEVELOPER: CAPCOM

GENRE: SURVIVAL HORROR

PRICE: \$99.95

PLAYERS: 1



Keep picking up ammo so you can blast those pesky zombies

### BOSS: SCORPION

The Scorpion may look nasty but you can beat it without getting hit if you know what you're doing. Turn around and run to the back of the carriage as the fight begins, then equip your Hunting Gun and turn back to face the Boss. Point the Gun downwards and wait for it to appear – shoot it in the face when it moves its claws from in front of it.

Reload via the status screen or the Scorpion may catch you unawares. Stay where you are and keep firing single shots into the Boss's face until it dies. You may run out of ammo part way through, but don't worry – you can finish it off with the Handgun.





**TIME TO EXPLORE**

Make sure you have the Iron Needle with you, then head back up to the third floor via the eastern corridor. Run past the birds and over to the room with the hand-cranked lift. Solve the Clock Puzzle to unlock a pair of doors, then go all the way back to the central room. Enter the southern door on the east wall of the second floor and take the Verse Of Poetry, Microfilm B and Shotgun Shells inside. Check the map for their locations first, as the room is home to a number of Zombies. It's best to go around the south side of the table, as it's not quite as well defended. Try and lure any remaining zombies into one of the corners, before running past them and out of the door.

**CLOCK PUZZLE**

Move the hands on the clock to the correct time and the puzzle is complete - easy!

**WARNING**

Bring both Microfilms along for this section – you don't want to make two trips here unless you really have to.

**RETURN OF THE LEECH**

Head into the first floor's western door, then into the first door you see. Quickly take the Empty Bottles and Gas Tank (turning them into Molotov Cocktails), as well as a Green Herb, before running back out of the door. You'll need to be fast, as a Leech Zombie starts building itself up by the door, shortly after you enter. If you're too slow, it could be difficult to get past.



Carry on down the corridor now and into the room at the end. There are a couple of regular Zombies in here, so kill them from a distance with your Handgun. Replenish your Handgun Ammo, then slot the Microfilms into the projector in the middle of the room. Take the MO Disk and Microfilm Image, before heading back to the Training Facility's central room, past a second Leech Zombie along the way. Go up to the northern room on the second floor now and insert the MO Disk into the podium. Solve the Desk Puzzle, then save your game with the Typewriter in the corner.

**DESK PUZZLE**

Move the hands on the clock and turn the page to reveal the next clue.

**CHECKMATE**

Go through the door that opened to the northwest and kill the pair of Zombies in the corridor, using your Handgun. Enter the door at the end of the corridor and take down another pair of Zombies inside. In here you'll find two Blue Herbs, a First-Aid Spray, the First Investigation Unit Notes and a Green Chemical, which Rebecca should add to her Mixing Set. Head back down the corridor now and go in through the double doors, half way along. Take the Handgun Ammo inside, as well as some Napalm Grenades and Ink Ribbons. Once you have everything, it's time to solve the Chess Puzzle.

**CHESS PUZZLE**

Move the White King to the bottom right square. Swap the Black King to the top left square. Swap the White Queen to the top right square. Swap the Black Queen to the bottom left square. Swap the White Rook to the top left square. Swap the Black Rook to the bottom right square. Swap the White Bishop to the top right square. Swap the Black Bishop to the bottom left square. Swap the White Knight to the top left square. Swap the Black Knight to the bottom right square. Swap the White Pawn to the top right square. Swap the Black Pawn to the bottom left square.



Take Marcus' Diary 1 and the Book Of Evil from the desk, then open the Book to find the Black Wing. Head back to the central room now, taking the Black Statue from the scales at the top of the stairs. Combine the Wing with the Statue to get the Statue Of Evil, then place it back on the scales. A door will open behind the portrait downstairs, leading into a new area – save your game before venturing inside.

**FACILITY BASEMENT**

A new section begins with a new type of enemy – you'd better have some Blue Herbs to hand...

**EIGHT-LEGGED FREAKS**

It's best to enter this section one at a time, rather than as a team. Dodge the spiders and open the door at the end of the corridor, ignoring the one half way down. When both Billy and Rebecca are safe, take the Blue and Green Herbs, Ink Ribbons, Correctional Institute Inmates List and the Training Facility Basement Map.

**WARNING**

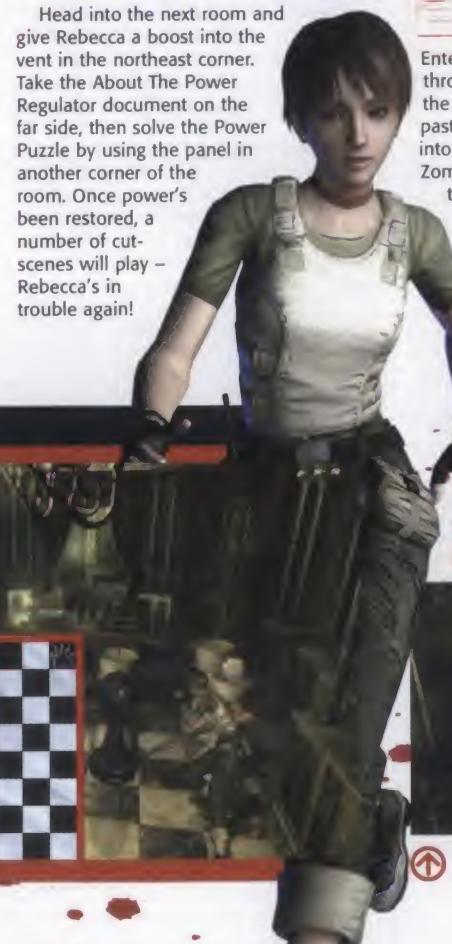
Give Rebecca the Shotgun and Grenade Launcher if you're carrying them – Billy won't need them but they'll be useful later on. Also, don't leave anything here, as the room won't be safe for long.

**POWER PUZZLE**

Move About The Power Regulator document to the bottom of the stairs. Turn the power switch to the right to move the switcher and restore power to the lights. Turn the power switch to the left to move the switcher and turn off the lights.

**ANOTHER RESCUE**

Enter the previous room, but run straight through it to the opposite door, dodging the Monkey that's appeared inside. Run past the Spiders in the corridor again and into the first door you see. Kill the Zombies inside (one of which is lying on the floor), then take the Gas Tank, Handgun Ammo and Shotgun Shells. Head back upstairs now, running the gauntlet with the Spiders, before dumping any items you don't need. Go through the dining room on the east side of the first floor, then into the door to the north, weaving your way through the pack of Zombies. Around to the northwest you'll find two Green Herbs, as well as a Blue and a Red Herb. Leave them (for the moment (Billy can't combine them) and go down the stairs to the north.



There's all sorts of unpleasantness lurking in the basement

You'll come out onto level B2, not far from Rebecca. Hit Z as soon as you regain control and memorise the route you need to take in order to get to her. Dodge the Monkeys on your way there and watch a series of cut-scenes, including a couple about Billy's past. When they end, grab the Ink Ribbons and save your game, before equipping someone with the Shotgun. Go through the door and hang back in your alcove, blasting the Monkeys with the Shotgun as they appear. They shouldn't be able to get around the corner without getting hit, so you should come out of the battle unscathed.

# TOGETHER AGAIN

Take the Handgun Bullets on the floor, then solve the Animal Puzzle in the main section of the room. A corridor will now open up, so follow it to the end and kill the pair of Zombies in the area you come to. Grab the Management Trainee's Diary from the table and leave the way you came. Go in through the other door in the corridor and take the Empty Bottles and Unity Tablet you find inside. If you have your Gas Tank handy, combine it with the Bottles for some Molotov Cocktails.

## ANIMAL PUZZLE

leads to the annual statement in the middle of the year for the incorporation — the fees is to be paid to the state to file the statement in our name before it becomes effective 90 days to file the corporation itself to pay five dollars to the state to file the certificate of course, you can certainly follow some of the steps to follow, of course, to save money in your expenses.



IN DEEP

Go through the door to the northwest to find another Spider-infested corridor. Go through one at a time, as you did before, and open the first door you see. When both characters are safely inside, equip one of them with the Shotgun and head forward to confront the pair of Insectoids. They won't move until you push past them or start to attack, so position yourself as far away as you can, while still being able to see them, before opening fire. Three or four shots should see them off – take the Locker Key from behind them once they're dead.

key horn behind them once they're dead. Run through the corridor to the next area, then head up the stairs to find some Handgun, Shotgun and Magnum Ammo. Use the Key you picked up to open the locker and take the Duralumin Case inside. Examine it and you'll see the number '385' is engraved into one of the corners. Take a

come to, then go through the blue door at the back of the room. Enter the room immediately to your right and leave one of your characters just inside the door. Turn left just inside and grab the Vise Handle from the counter, before running from the Leech Zombie. Pick up your friend next to the door and escape back to the corridor.

closer look at the combination lock and enter '385' to receive the Handgun Parts. Combine these with either Handgun to create the Custom Handgun, which is better at decapitating Zombies.

**WARNING**

**Give Billy the Grenade Launcher or, failing that, the Shotgun. One or two healing items would also be handy, but make sure he has two inventory slots free.**

# THE MAZE

Send Billy downstairs and into the northwest room. That done, switch back to Rebecca and press the left button on the control panel. Get Billy to take the Acid Grenades when the gates drop and load them into your Grenade Launcher. Move to the west side of the room now and have Rebecca hit the left button again. Make sure Billy's at full health, then press the button around the corner and get ready to fight!

A pair of Hunters will be released from their cages – stay put and blast them with the Grenade Launcher as they charge towards you. Try to be as accurate as you can, as Acid Grenades are hard to come by. Stand your ground and don't be afraid to close in when both of them are writhing on the floor – if you give them space to attack, you'll regret it. A couple of shots each should be enough to kill them. When they're dead, take the Facility Key from the pen in front of you. Examine it to discover it's the Water Key, then grab Rebecca and head all the way back up to the Training Facility. Make sure not to leave anything behind, as you won't be coming here again.

# **TRAINING FACILITY EAST WING**

**Having found the Water Key, our heroes head back to the Training Facility – there's a part of it they still need to explore.**

**WARNING**

**While you've been gone, Monkeys have moved into the mansion – avoid exploring rooms you've already visited, or you could get a nasty surprise.**

## BLOODSUCKERS

Take as many of the Herbs here as you can carry, then head to the lobby in the middle of the building. Dodge or kill the Zombies on the way there and take this opportunity to dump everything except the Shotgun, Custom Handgun, their Ammo and the Water Key. Head up to the second floor now and go through the northern door, on the east wall. Open the first door you come to, then go through the blue door at the back of the room. Enter the room immediately to your right and leave one of your characters just inside the door. Turn left just inside and grab the Vise Handle from the counter, before running from the Leech Zombie. Pick up your friend next to the door and escape back to the corridor.

You'll soon discover that 'escape' is a relative term, though – there's a second Leech Zombie around the corner, so enter the room part way along the corridor, before it can attack. This room really is safe, so take a moment out from running for your life and have Billy play the piano. Get Rebecca to go through the gap that opens in the wall for some Magnum Ammo, Empty Bottles and a Battery. The door will close when the Battery's taken, but Billy can soon get it open again by playing the piano.



 Mind how you go, we've what goes  
on up at the old Spencer place

## **MOVING ON**

Head into the eastern corridor on the second floor now and climb the stairs. A group of Insectoids will try and attack, so run through the door to the north before they can get to you. Take the Handgun Ammo by the door, then climb down the ladder to the central platform. Put the Tablets into their slots at the base of the telescope and watch the resulting cut-scenes, changing discs when the game tells you to.

Your next task is to move all the items you've left in the Training Facility into this room. Dump everything except the Shotgun, then go back the way you came. You'll come out on a small path behind the Facility and home to a pair of Monkeys. Blast them with the Shotgun, pick up the Green Herbs and unlock the door to get back inside the main building. Take as many items as you can and leave them in the observatory - if you have too many, you may need to make several trips and drop some of your equipment on the bridge, in the next area.



 Don't forget to carry the right weapons for the job. You don't want to get caught out.

## THE LABORATORY

Billy and Rebecca might be working together, but they won't see much of each other here.

### WARNING

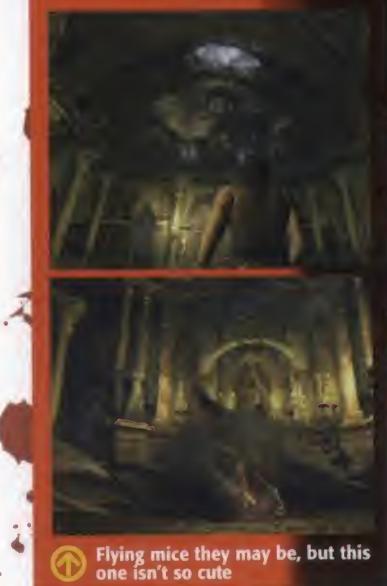
Equip Billy with the Grenade Launcher loaded with Napalm Grenades, as well as the Shotgun, its Ammo and a decent healing item.

### A RELIGIOUS EXPERIENCE

Send Rebecca into the building to the east and stand on the tile in the top-left of your screen. Switch characters and enter the Church, leaving Rebecca on the tile. Send Billy into the room to the east and take the Shotgun Ammo and Napalm Grenades, before saving your game with the Ink Ribbons. When you go back to the Church itself, you'll have to face the Gaitn Bat. When it's dead, leave the Church and have Billy pick up the Hookshot, before going back inside.

## BOSS: GIANT BAT

This thing is nasty – equip the Grenade Launcher and run through the Church, to the double doors. Stand with your back to them, aim upwards and only fire when the Giant Bat swoops towards you. It attacks with its bite and also picks up Billy, dropping him next to the altar. When you've hit the Boss a couple of times, smaller Bats appear and start dive-bombing you. Don't try to kill them directly, as there are too many and they'll just keep on coming. Instead, switch to the Shotgun and continue to attack the Boss. Some of the smaller Bats should be caught in the blast, making your life a little easier. You can now attack from further away, as you're less likely to miss with the Shotgun. If you run low on Health or Ammo, leave the Church, stock up and go back in to continue the fight.



Flying mice they may be, but this one isn't so cute

Use the Hookshot just inside the door, to get up to the roof. Climb down the ladder at the end, then flick the switch on the wall and take the Red Herb, before going through the gate. Have Rebecca join you, then get ready to enter the Lab itself.

### WARNING

Make sure you're carrying the following: The Hookshot, Shotgun, Custom Handgun (as well as Ammo for each), Magnum Ammo and the Molotov Cocktails.

## INTO THE LAB

Use the lift to the west of the Church then go in through the door at the end of the corridor. Take Marcus' Diary 2, then use the nearby Ink Ribbons to save your game. Make sure Rebecca has the Custom Handgun, its Ammo, the Shotgun and Hookshot before moving her to the southeast corner of the room and Billy back into the corridor. Use the Hookshot with Rebecca to get into the hole in the ceiling, then dump it in favour of the Gas Tank. Head around the central shelves and take the Empty Bottles before the Leech Zombie finishes transforming. Create some Molotov Cocktails and lob them at the Zombie. Now take the Leech Capsule from the machine behind it.

Grab the Laboratory Manager's Diary now, as well as the Lab Map on the wall by the door. Head into the room to the west and blast the Zombie to the right before it can get up. Take the Leech Growth Records from the table, then grab the Red Chemical from the cylinder in the corner and mix it with the Green Chemical to form the Stripping Agent. Combine this with the Leech Capsule to get the Bl. Leech Charm.

## A MINIATURE LIFT

Take the Shotgun Ammo on the nearby shelf, then get Rebecca to open the door to the west. Waste the trio of Zombies around the corner and send the Custom Handgun down in the lift next to the door. Have Billy re-enter the room with the Typewriter and grab the Custom Handgun from the lift before the Zombie attacks. Kill it, then send up the Shotgun Ammo, before receiving the Handgun Ammo and Bl. Leech Charm in return. Move Billy back to the corridor now, making sure he has the Molotov Cocktails before switching back to Rebecca. Have her take the Investigator's Report and First-Aid Spray, before moving back to the first floor corridor, pressing the button at the end.

Switch back to Billy and equip the Molotovs if you haven't done so already. Use them to kill the Leech Zombie then go through the corridor behind it, ignoring the Red and Green Herbs. Use the Bl. Leech Charm on the door to the west and go inside. Take the Handgun Bullets, Input Reg. Coil and Old Photograph in here, then watch the cut-scene. Go through the

door to the south and kill the Zombies, before searching the back of the room for the Gr. Leech Charm. Head back to the room with the Typewriter now and send the Charm up in the lift.

## HUNTED

Collect the Gr. Leech Charm with Rebecca, then use it on the door to the south. Blast the Zombie crawling along the ground in front of you, then shoot the one to the right, poking out of one of the containers. Take the two sets of Handgun Ammo and the Sterilizing Agent at the end of the room, before leaving and sending the Ammo up in the lift. Take Rebecca back to the room with the gas chamber and use the Sterilizing Agent on the console beside the window. Kill the Zombie inside then quickly move in and turn around because another will attack from behind.

### WARNING

Give Rebecca a healing item for this section or make sure she's at full health before you start.

Take the Breeding Rm. Key from the chamber and use it to open the door at the east end of the corridor. Equip the Shotgun, then start moving through the room. A pair of Hunters attack as you round the corner, so make sure you're prepared. When they're dead, take the B.O.W. Report from the floor and the Dial from one of the cages. Send the Dial down in the lift, before switching back to Billy.

## A SHORT REUNION

Take the Dial from the lift, then head into the corridor and slot it into the unopened door. Solve the Dial Puzzle, then enter the room and watch the cut-scene. Pull the lever on the south wall, then take the Output Reg. Coil next to the cable car. Switch over to Rebecca and take the Hookshot from wherever you left it, using the map to help you find it. Now go into the room to the north of the corridor and climb down the ladder to meet Billy.

## DIAL PUZZLE

Take care to solving this can be tough  
Leech Growth Records document. The idea is  
to connect this puzzle successfully  
so that you can move on to the next  
section. It may not seem like it, but it's  
actually quite difficult.  
Solve this puzzle to move on to the next  
section. It may not seem like it, but it's  
actually quite difficult.



Yet another brainteaser for you – are you up to it?

Get Rebecca to use the Hookshot on the hole in the ceiling, in the northeast corner, then dump it – you won't be needing it any more, ever. Take the Shotgun Shells on the ground, then unlock the door and bring Billy up from downstairs. Make some Molotov Cocktails from the Empty Bottles and Gas Tank up here, then place the Output and Input Reg. Coils in their slots, in the office. That done, it's time to move back through the lab and up to the Church, after dropping everything apart from your Custom Handgun and Ammo. Bring as many items with you as you can and leave them on floor B2, near the cable car. Be careful when outside the Church though, as a number of Zombies will have appeared.

### WARNING

Make sure Rebecca's carrying the Molotov Cocktails, Custom Handgun, its Ammo and the Magnum Ammo. Load Billy up with the Grenade Launcher and any remaining Grenades as well as the Shotgun and its Ammo.

## TAKEN FOR A RIDE

Save your game, then try to enter the cable car. When the cut-scenes end, equip Rebecca with the Molotovs and burn the Leech Zombie to death. That done, climb the ladder and grab the Output Reg. Coil from the floor of the office, in the middle of a group of Leeches. Place it back in its slot, then run before you get attacked. Dump as much as you can in the cable car, taking as many items with you as you can. Prise the Magnum from the corpse's grip, before using the control panel next to it to move to the next area.



We don't know what they've been doing in the lab but it doesn't look good



After years stuck in Super Monkey Ball, some monkeys lose the plot...

## THE FACTORY

Rebecca's made it out of the lab, but have we seen the last of Billy?

### A FAMILIAR FACE

Take the Green Herbs outside the cable car, then climb the stairs and open the door to the south. Move onto the small lift to the left, press A to go down and grab the Factory Key at the end of this section. Examine it to identify it as the Up Key, then take a look at the monitor, on the wall. A pair of Hunters have appeared back the way you came, but you should make run for it, rather than stand and fight. Take the lift back up, then go through the door to the south. Take the Handgun Ammo, Shotgun Ammo, Grenades and Factory Map in here (or just touch them, to mark them for later), before using the nearby Ink Ribbons to save your game.

Use the Up Key on the panel between the Map and Handgun Ammo, then take the First-Aid Spray from the cabinet, next to the door. It's well hidden, and only a small section of the cabinet will respond when you press A – if you're in slightly the wrong place, it'll claim that it's empty. Leave the room and head onto the turntable that's appeared, making sure you have an item slot free before you do so. Use the panel in the northeast corner of the turntable to get it to move.



You'll need to use the elevator to get around the various levels



### WARNING

Don't leave anything behind on the turntable or in the area with the Elevator Key – it'll be lost forever!

When the turntable stops, head to the west to see a cut-scene. Take the Elevator Key, then head east and use the Key on the panel next to the elevator. Watch the cut-scene, then equip your Magnum and get ready to fight the Tyrant.

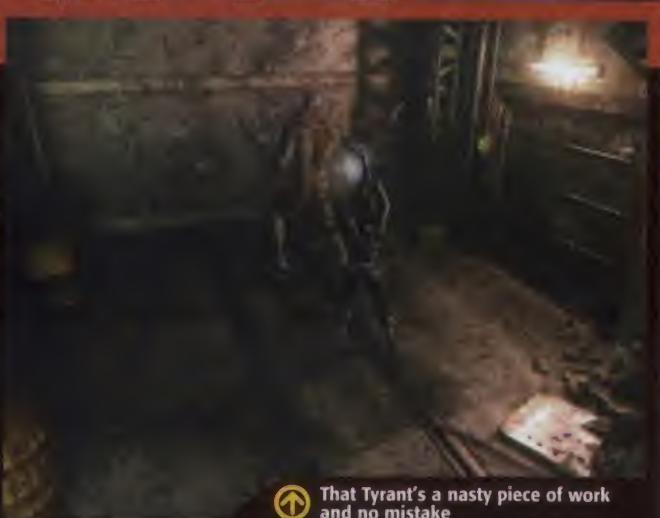
### ELEVATOR ACTION

Use the elevator and select 'Lv1' from the panel inside. This takes you all the way back to where the train crashed, at the start of the Training Facility. Use this opportunity to grab any items left here earlier on, then use the elevator again and select 'Lv2'. This takes you to floor B1 of the Factory – kill the Hunter with a well-placed Magnum round, before taking the Magnum Ammo, Handgun Ammo and the Red and Green Herbs. Take as many items from this floor as you can and ferry them across to the elevator, dumping them inside. When you're ready, hit 'Lv4' on the panel to enter the Treatment Plant.



## BOSS: TYRANT

This Boss looks extremely nasty, but isn't so hard if you know what you're doing. Move away from it, then wait for it to crouch – this means it's about to attack. As soon as the Tyrant moves into this position, dodge to the right, making sure you have space to do so. It's important to move to the right (or an anti-clockwise direction around the arena), as the Boss' claw shouldn't be able to reach you. The Tyrant will pause after its attack, giving you time to shoot it from behind. Do so, then get ready to dodge again. Continue this process until it's defeated.



That Tyrant's a nasty piece of work and no mistake

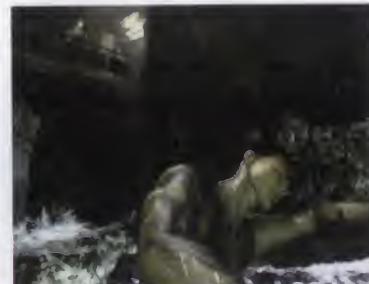
## TREATMENT PLANT

This is it – the final area. Which means there'll be something big and nasty around here somewhere...

### POWER UP

Watch the cut-scene when leaving the elevator, then cross the bridge and take the Gas Tank, Handgun Ammo and Ink Ribbons, before saving your game. Solve the Power Grid Puzzle using the nearby panel and use the lift in the southeast corner of the room. Use the Custom Handgun to blast the Zombies in this area, then combine the Empty Bottles here with the Gas Tank, to replenish your Molotov Cocktails. Combine the Red and Green Herbs, then go through the door next to them.

You'll come across a Leech Zombie in the corridor, so arm your Molotovs and lob some in its general direction. When it's dead, go through the door at the end of the corridor and shoot the Zombie inside. Take the Empty Bottles and make some more Molotov Cocktails, before heading downstairs. Grab and combine the Red and Green Herbs in here, before opening the door to the next area.



**Swim, Billy! Swim like a pilchard! No, wait, make that a shark...**

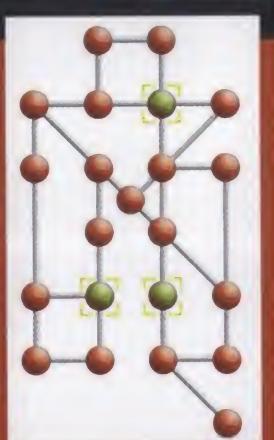
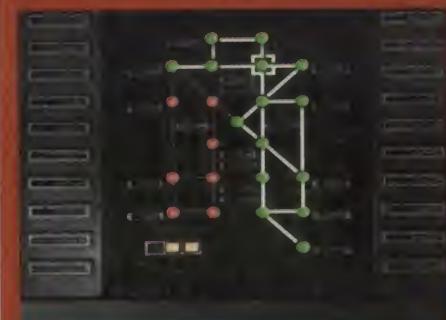
### ZOMBIE SWARM

Take the Shotgun Ammo if you have space, before heading through the southern door and down the stairs. After meeting up with Billy (hooray!), head back up and split up your team. That done, send Billy into the pit and move Rebecca up the stairs, to the control panel. Solve the Crate Puzzle, then cross the bridge of crates and pick up the Handle.

Head back to the corridor on floor B6

### POWER GRID PUZZLE

To solve this puzzle, you'll need to select just three points on the ring of twelve power points that will be powered by the wall and safely light up to reveal in order to continue. Select the points shown in the diagram to restore the power and move on with the same.



### CRATE PUZZLE

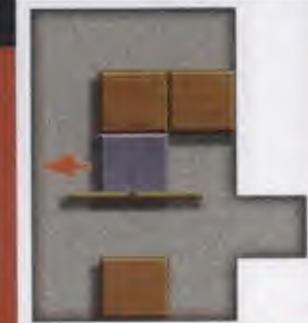
This puzzle can be solved by consuming and stacking crates to form a tower. You don't need to move the wooden crates to the south end of the site first. Instead, use the wooden crates to build a tower in the north.



Rebecca turns the railing to the right  
right, then get out of the way as  
she pushes the metal cage to the left



Push the metal cage into the top  
corner and push both wooden crates down  
to the bottom of the stairs, only leave the left  
wall pallet remain the railing to the left



Move the last wooden crate to the left  
bottom right and stand on it and turn the  
railing to the right



Move the last wooden crate to the left  
bottom right and climb out of the pit  
before Rebecca turns it with her

and kill the trio of Zombies that have appeared. Use the Handle on the door half way along, then send someone in armed with the Custom Handgun. Kill the horde of Zombies living inside (six in total, including one on the floor), before bringing in your partner. Take the Handgun Ammo in the southeast corner and climb the ladder to the northwest. Kill the Zombie here, then have Rebecca mix the pair of Green Herbs, put the Red Chemical in her Mixing Set and take the Investigator's Report 2.

### WARNING

Make sure to have the Magnum, Shotgun and Custom Handgun handy for this next section. Some healing items would be handy, too.

### A LESS FRIENDLY REUNION

Climb back down the ladder and equip the Magnum before opening the door to the east. Blast the Hunters in the corridor, then enter the room at the end. Search it to find Red and Green Herbs, Handgun Bullets, Napalm Grenades, Ink Ribbons, a First-Aid Spray and the 'About Battery Fluid' document. Save your game and go through the door to the south to find that the room's covered in Leeches. Head straight through it, then over the bridge until you come to a room with three Zombies on the far side. Blast them with the Custom Handgun, before taking the Shotgun Ammo and Treatment Plant Manager's Diary.

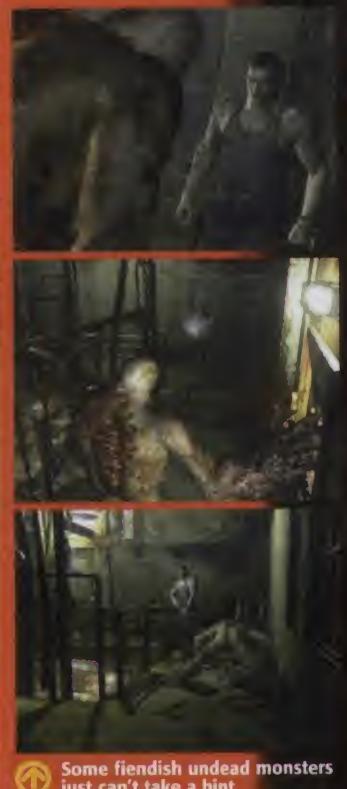
### WARNING

Equip Billy with the Shotgun, Magnum, their Ammo and a strong healing item.

Send Billy down in the lift, then around to the south end of the room he comes to. The Tyrant will re-appear and you'll have to fight it again. When it collapses, press the button at the far end of the room to make a ladder fall from the ceiling. Climb it to find the Motherboard lying on the ground, then go back down and take the lift up to Rebecca. Place the Motherboard in the console in the northwest corner, then send Rebecca across in the gondola.

## BOSS: TYRANT 2

If you've been sensible with your Magnum Ammo, this should be easy. Equip it and open fire – each shot has a chance of stunning the Tyrant, giving you time to back off a little. Wait for it to recover, then hit it again. When it's time to reload, make sure to do it on the Status screen so the Boss doesn't have time to attack. You'll probably run out of Ammo part way through the fight, so switch over to the Shotgun. This won't do as much damage, but it's the next best option and you should have a nice, big store of Ammo for it. The only thing to be wary of is getting boxed into the dead end behind you – keep stunning the Tyrant to stop this from happening.



**Some fiendish undead monsters just can't take a hint**



Blast the Insectoid that gets in your way – he's no use to you anyway

## DAMN THAT DAM

Grab the Acid Grenades by the broken stairs, then use the lever on the panel in the middle of the room. Watch the cut-scene before switching to Billy and taking the lift down to floor B9. Take note of the Green Herbs, then cross the dam, dodging and running from the Frog on your way. Back inside, kill the Zombies before picking up the Shotgun Ammo and Handgun

Ammo. Go through the door to the north, then up the stairs, killing the Insectoid at the top. Bring Rebecca through to join Billy, then take the Acid Grenades and Blue Chemical, with Rebecca.



A bit of rudimentary chemistry should help you out

## BACK AND FORTH

Combining the Red and Blue Chemicals results in the Sulfuric Acid appearing in Rebecca's Mixing Set. Have her grab the Industrial Water now, combining it with the Sulfuric Acid to make Battery Fluid. Send both characters downstairs and take the Empty Battery from the shelf. Before you can do anything else, a pair of Insectoids attack. Blast them with the Shotgun, then combine the Battery Fluid with the Empty Battery to make a Hi-Power Battery. Climb the stairs now and go through the door to the north, then another one to the north after that. Head up another flight of stairs to find yourself back in the Crate

## BOSS: DOCTOR MARCUS

Run to the southeast corner of the room, where you'll find a box of Magnum Ammo sitting on the floor. If you go for it straight away, both characters should dodge the Doctor's initial attack. Now pummel Marcus with everything you've got! If you can get behind him, all the better – shots from here are more likely to stun him, leaving him unable to attack. A good place to do this is by the doors to the south – it's fairly open here and just to the west of the Ammo you picked up. Try and make sure the Boss's attention is centred on Billy – he has more health than Rebecca. Fire everything you've got at this powerful enemy and it should go down before either character's health gets too low.



Puzzle room. In the next room to the north, you'll find the forklift you passed earlier. Use the Hi-Power Battery on it, then have one of your team climb onto the nearby crate. Activate the forklift with your other character and take the Keycard from the ledge. That done, head all the way back to the Typewriter on floor B6 and save your game with the Ink Ribbons there. Depending on which way you go, some Zombies may have reappeared – take them out with the Custom Handgun.

When you've saved, head down to the locked door on floor B9. Open it by using the Keycard on the reader next to it, then take the Magnum Ammo from the corridor ahead. Equip your most powerful weapons and set both characters to Attack mode – you'll have to face Doctor Marcus on the other side of the door.

## ENDGAME

Dump the Custom Handgun and its Ammo – you won't be needing them any more. That done, take the Shaft Keys from the floor, giving one to each character. Have the person with the gold Key stand in front of the podium to the left of the southern door, while the other moves to the right. Use both Keys, then take the Red and Green Herbs, Grenades, Shotgun Ammo and First-Aid Sprays on the other side of the door. Save your game using the Typewriter and Ink Ribbons, before giving Billy two of your weapons, leaving Rebecca with only one. That done, head onto the lift and use the panel to get it moving. At the top, you'll have to fight the Queen Leech – good luck!

## BOSS: QUEEN LEECH

The final Boss is fought in two stages, the first being a straightforward battle. Fire everything you've got at the Queen, starting with your Magnum rounds. Dump it when it's out of ammo, then move onto the Shotgun and Grenade Launcher. Try and do as much damage as you can, as quickly as you can – the fight is timed and you only have five minutes until the building self-destructs. If you can, try and position your characters a good distance from each other, on either side of the Boss. If the Queen recovers long enough to get an attack in, it won't be able to damage both your characters. When you've done enough damage, a cut-scene begins and you'll be given the Gate Operation Manual. Switch all your weapons over to Billy and leave Rebecca to release the locking mechanisms. Have Billy blast the Queen a few times with the Grenade Launcher and try to lure it away from Rebecca to the room's northeast corner. It's important that Rebecca avoids damage, as getting hit interrupts her work, wasting valuable time. Keep a steady pressure on the Boss with Billy, while trying to conserve ammo – this fight could take some time and you'll need to make it last. Also, be sure to keep an eye on your characters' health levels – you might not be able to control Rebecca, but you can still get her to heal her through the Status screen. Protect your friend until she releases the fourth lock and the credits will roll – congratulations on completing Resident Evil Zero!



# SUPER MONKEY BALL 2

The cheekiest chimps in gaming are back and the rolling fun just got even tougher. Ei-Ei-Poo!



## MONKEYS FOR ONE

THERE'S MORE THAN JUST MULTIPLAYER SHENANIGANS TO BE HAD WITH THESE MONKEYS...



### STORY MODE

The main crux of the game revolves around this: a set of 100 levels divided into ten worlds. Split up by the suitably ridiculous story, you have no limit on lives here, which makes it an excellent mode in which to sample new levels. The View Stage option is also always available at the pause menu... don't hesitate to use it if you get stuck on a tricky or confusing level. This mode starts off horribly easily and gets nasty very quickly, but it's not without reward – the later levels offer you a huge numbers of Play Points if successfully completed.



Magical spell is Ei-Ei-Poo!



#### INFORMATION

##### SUPER MONKEY BALL 2

PUBLISHER: INFOGRAMES

DEVELOPER: SEGA/AV

GENRE: PARTY/PUZZLE

PRICE: \$99.95

PLAYERS: 1-4

## CHALLENGE MODE

10, 30 and 50 levels make up the three stages of Challenge Mode – we heartily recommend that you start from Beginner and work your way up or you could be in for a bit of a shock. As in the first game, there are also Extra stages on all three settings; to earn these, simply finish the entire set of levels presented to you without using a single continue. This is a whole lot easier if you first buy all six mini-games and then load up on extra lives, but it's still certainly no pushover. There's even a fourth difficulty set to be found. Good luck!



## PRACTICE MODE

This can be surprisingly useful, particularly on levels that cause problems in Challenge mode. Play them here for as long as you like before putting your skills to the test in the real game. You can only practise on stages that you've reached in the main game.



## SECRETS & EXTRAS

Acquiring enough Play Points earns you the right to unlock the six mini-games on the bottom row of the selection screen. At 2,500 points a go, they're certainly not cheap but they're worth every penny... so what is there to get once all these have been opened up? A whole new menu, in fact, where you can buy extra lives for Challenge mode, cut-scenes you've seen in Story mode and even the end-of-game credits mini-game should you so desire. If nothing else, you'll be buying the lives for some time, as it allows you to stock a generous amount.



## AIAI'S TOP TEN TIPS

TEN HANDY HINTS ABOUT ROLLING AROUND IN BALLS FROM THE MONKEY HIMSELF

- 1 Use Practice mode often. Not only will this help you brush up on your skills but it's also a good way of getting to grips with the harder stages.
- 2 The 'View Stage' option in the pause menu is an invaluable tool, but bear in mind that it's only really available in Practice and Story mode and on Challenge levels that you've previously cleared. We'd never have navigated some of the later maze stages without it.
- 3 You're best off using AiAi for most of the main game modes, especially if you've played a lot of Story mode. Getting used to him then switching to another ape can drastically impair your performance.
- 4 Play Points accumulate towards the end of a set of Challenge levels. This means that while early levels can be worth a pittance, later stages (in particular the last of a set) can prove very profitable indeed. Bear this in mind if you're going about collecting lots of points in a hurry.
- 5 Take your time. There's no sense in rushing through the levels and wasting lives if you can conserve these by taking it a little easier.
- 6 The 'try before you buy' tactic still works with the purchasable mini-games. Once you have enough Play Points to get one, remove your Memory Card (make sure the game isn't saving at the time, obviously) and select a game. Try it out for as long as you like then, when you're done, simply turn off the machine and reload your game. This way you can decide exactly which game to splash out those hard-earned points on.
- 7 If a level drops you on a fast-forward switch as it begins, immediately turn around and check for a play button to slow the action down. Although there may not even be one, finding one can greatly increase your chances of finishing the level.
- 8 If in doubt, try running full speed in a dead straight line – you'd be amazed how many of the levels this or a similarly speedy technique will actually work on.
- 9 Try to concentrate primarily on Story mode early on. This is for numerous reasons... initiation, learning, Play Points, familiarity and ease of use among others. You'll thank us when you're blitzing the Master Stages. Speaking of which...
- 10 Master mode is back! To reach them, you'll need to finish the whole of Expert Challenge mode without blowing a single continue, then also complete the Extra levels that follow on the same one credit. Doing this will grant access to this super-hard difficulty, but don't say we didn't warn you...



# THE MORE, THE MERRIER

LET THE MONKEY MINI-GAMES BEGIN! WE TAKE YOU THROUGH ALL 12 MONKEY EVENTS...



## THE OLD...



### MINI-GAME MONKEY RACE 2

SPEED ROUND THE PRECARIOUS COURSES, MONKEY STYLE!

Very similar to the old Monkey Race, but with new tracks and a wealth of new power-ups. As before, it's often advisable to go a little out of your way to get hold of these weapons especially if you fall behind. The game likes to reward the rear players with better power-ups to keep it vaguely fair, so dropping back briefly can work well at times. Use the single-player options to learn the tracks to give you an edge over your monkey rivals, too.



### MINI-GAME MONKEY FIGHT 2

KNOCK OFF YOUR OPPONENTS WITHOUT BEING KNOCKED OFF YOURSELF!

Monkey Fight has undergone quite an overhaul and, unfortunately, the glove-swinging technique that worked so well before isn't as useful any more. Thankfully, there is a replacement technique in the Charge Punch. The **B** button allows you to charge up huge power punches and, when released, these really do knock your opponents into the middle of next week. Other than that, go for power-ups as the new Iron Glove as well as old favourites Long, Big and Vortex Punch, which can really turn the tide in your favour.



### MINI-GAME MONKEY GOLF 2

LESS OF THE CRAZY GOLF FROM BEFORE AND MORE A REAL GOLFING EXPERIENCE. ONLY WITH MONKEYS.

Ignore the monkeys (why would you do this?) and treat this like a regular golf game because, in all honesty, that's exactly what it is. Use the map views to work out alternative routes to the pin and just remember that the quickest way won't always be a straight line.

### MINI-GAME MONKEY TARGET 2

YOU HAVE TO LAND THE FLYING BALL ON THE TINY TARGET.

The key thing here is to leave opening the ball as late as possible – almost hitting the water is a good thing here as the speed you'll pick up is quite tremendous. When in the air, make a beeline for multipliers (the stars) and stoppers (either Brake or preferably Magnet ball) to make landing on that elusive 1,000 a whole lot easier. Keep an eye on



the wind meter at all times though – in a still level you'll be able to fly around much more freely than in a blustery one.



### MINI-GAME MONKEY BILLIARDS 2

AS MANY POOL VARIANTS AS YOU COULD EVER WANT, ALL FEATURING MONKEYS GALORE.

With the guidelines on, you'll have about as much help as you can get in this excellent monkey mini-game. In most of the nine ball games, look for cannon and kiss shots wherever possible – drop shots can make this even easier to pull off. Don't be afraid to use the cushions and, if in doubt, a high power blast down the table might just be your best bet.



### MINI-GAME MONKEY BOWLING 2

CRAZY LANES OR TRUE BOWLING ACTION... YOU DECIDE.

Two modes, but we've found GonGon to be the ruler of both. In the standard game, his speed and power mean that it's nigh-on impossible to fail a strike when on target and while he may not seem like the best choice on the new outlandish lanes, there's a lot more stages in which he'll succeed than fail... just keep trying. The other extreme is using Baby – you'll need perfect aim to get any kind of decent score, but the slower speed just can't really cut it reliably.

Use a combination of the default and overhead views to sink all the balls.



# AND THE NEW...

Six new monkey games make for double the fun...

## MONKEY BOAT

A REAL TEST OF SKILL IN THE MONKEY RAPIDS.

The hardest of the new mini-games, the key to the boat race is more timing than speed. Hold the appropriate trigger down until the small bar at the bottom fills, then switch to the other and repeat this with as much rhythm as you can to keep a good flow of rowing going. As with the normal race mode, there are plenty of power-ups but it's a little harder to go out of your way for them here, so don't – just keep a good rhythm going and you should be okay.



## MONKEY DOGFIGHT

FLY AROUND THE ARENAS AND BLAST THE OPPONENT.

Another excellent game but the concept is so simple, it's hard to give guidelines other than just stick to one enemy until he/she is defeated. Loop around and tail someone while pummelling them with missiles for a quick kill – it really does help to be in pursuit of your target rather than flying around aimlessly. Keep an eye out



Lock onto the enemy with missiles for a quick victory.

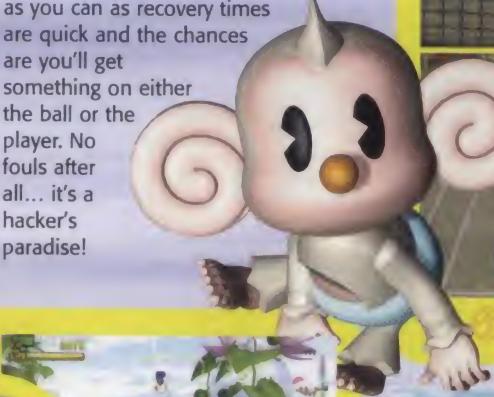
for extra missiles flying around, too... you'll want as many of these as you can fire off!



## MONKEY SOCCER

JUST HOW DO THEY KICK THE BALL?

Team selection is very important here – you'll probably want to use the balanced team until you develop a feel for how it works. The offensive and defensive teams are strong in their key areas but noticeably weak in others... only go for these if this is how you want to play. In terms of the game itself, throw in as many tackles as you can as recovery times are quick and the chances are you'll get something on either the ball or the player. No fouls after all... it's a hacker's paradise!



## MONKEY TENNIS

VIRTUA TENNIS, EAT YOUR HEART OUT...

For a bundled mini-game, this is absolutely great... very much like Sega's realistic tennis titles. In doubles matches, play around your team-mate and if they stray into your side, be sure to be ready to cover theirs. Go for smashes wherever possible to blast the ball into the opponent's half of the court and make it hard for them to return it – otherwise, it all depends on your skill. Good luck!



Mix a lob into rallies to confuse your opponents.



## MONKEY SHOT

VIRTUA COP GETS APE-IFIED!

There's precious little you can say here other than reload often and go for power-ups as soon as possible – you'll need all the bullets you can get. This is one of the worse games, as it really doesn't benefit much from having four monkeys going at it. Come on... you can't even see the monkeys!



## MONKEY BASEBALL

AMERICA'S ANSWER TO CRICKET GETS SPICED WITH ROULETTE.

An odd one and no mistake. Depending on how the wheel falls, there are two real strategies. The first is to aim for high-scoring pockets when ramps are few or absent, to try and get as many monkeys around as possible. The second tactic is more useful with a few ramps around and

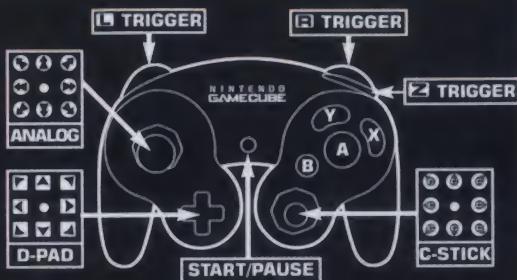
Keep a fix on where the jump boards are and aim for them accordingly.

involves trying to hit as many '1' pockets as you can to load the bases then going for the ramps. When fielding, try to keep an eye on how your opponent is playing and set your fielders up accordingly – one of the settings is bound to catch them off guard.

# A-Z OF GAMECUBE TIPS

ISSUE SEVEN

## HOW TO ENTER CODES



x2/x3 etc = press that button/direction twice/three times etc

### COMMAS

Buttons or directions separated by commas should be tapped ONE AFTER THE OTHER. Eg  $\text{A}, \text{B}, \text{C}$  = tap  $\text{A}$ , then  $\text{B}$ , then  $\text{C}$ .

### PLUS SIGNS

When buttons/directions have a plus sign between them you should press them TOGETHER.

Eg  $\text{L} + \text{R} + \text{A} + \text{B} + \text{D}$  = press  $\text{L}$  and  $\text{R}$  and  $\text{A}$  and  $\text{B}$  and Up (on the D-pad) all TOGETHER.

### HOLDING BUTTONS

Sometimes buttons need to be held down, often while entering a second part of a cheat code.

Eg 'hold  $\text{L}$  +  $\text{R}$  and press  $\text{A}$ ,  $\text{B}$ ' means 'keeping  $\text{L}$  and  $\text{R}$  held down, press  $\text{A}$ , then  $\text{B}$ '.

### WHERE TO ENTER THEM

It's vital that you enter the cheat codes on the correct screen, otherwise they almost certainly won't work. Some need to be entered on a certain game menu, on the pause screen, or even during play. Please check that you are entering the cheats in the correct place.

### QUICK & ACCURATE ENTRY

Please note that many cheat codes require quick entry to work. It will usually say this by the code in the magazine, but if it doesn't and you can't get the cheat to work try entering it quickly - within a couple of seconds for many codes. Also, please note that incorrectly entering a code sequence will inevitably stop it from working.

### 18 WHEELER: AMERICAN PRO TRUCKER

#### EXTRA PARKING LEVELS

Complete the default parking levels to unlock a new one. If you manage to finish this as well, the final level will open up.

#### NIPPON MARU TRUCK & TRAILERS

Complete Arcade mode with all four trucks to unlock the Nippon Maru. Extra trailers will also be available in Versus mode, Score Attack mode and (if you select the Nippon Maru) Arcade mode.

### 2002 FIFA WORLD CUP

#### ALL-STAR TEAMS

These secret all-star sides are unlocked by winning the World Cup using teams from different continents.

#### European All-Stars:

Win with any European team

#### South American All-Stars:

Win with any South American team

#### North American All-Stars:

Win with any North American team

#### African All-Stars:

Win with any African team

#### Asian All-Stars:

Win with any Asian team

#### World All-Stars:

Unlock all other All-Star teams

### AGGRESSIVE INLINE

#### CHEAT CODES

All these passwords are entered on the Cheat screen.

#### Unlock All Levels & Park Editor Pieces:

$\uparrow \downarrow \downarrow \leftarrow \leftarrow \leftarrow \leftarrow \text{BABA}$

#### Unlock All Characters:

$\downarrow \rightarrow \downarrow \downarrow \leftarrow \leftarrow \leftarrow \leftarrow \leftarrow \leftarrow$

#### Unlock All Keys:

SKELETON

#### Juice Meter Never Runs Out:

KHUFU

#### Juice Meter Doesn't Go Down (unless you crash):

$\leftarrow \rightarrow \leftarrow \rightarrow \downarrow \uparrow \uparrow \uparrow \text{AI}$

#### Super Spin:

$\leftarrow \rightarrow \leftarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \uparrow$

#### Perfect Manuals:

QUEZDONT SLEEP

#### Perfect Handplants:

JUSTIN BAILEY

#### Perfect Grinds:

BIGUPYASELF

#### Low Gravity Wall Rides:

$\uparrow \downarrow \uparrow \downarrow \leftarrow \leftarrow \leftarrow \leftarrow \text{ABABS}$

#### UNLOCKABLES

**Cinematics:** Complete all the normal challenges in a level to unlock its FMV sequence.

**Cheat Codes:** Collect all the Juice Boxes on a level to reveal a cheat code.

**Power Skates:** Complete all challenges on every level.

**Ultra Skates:** Complete all the levels with 100%.

#### CHALLENGE REWARDS

Complete all challenges on a level to

unlock its bonus character...

**Movie Lot:** The Bride  
**Civic Centre:** Goddess

**Industrial:** Junkie  
**Boardwalk:** Captain  
**Cannery:** Diver  
**Airfield:** Bombshell  
**Museum:** Mummy

### BARBARIAN

#### ALTERNATE COSTUMES

To kit your fighter out in a different costume, highlight a character and press  $\square$  at the selection screen.

### BATMAN VENGEANCE

#### HOLY CODES, BATMAN!

Enter the following codes at the main menu to hear a whoosh sound.

#### Cheat Menu:

$\text{L}, \text{R}, \text{L}, \text{R}, \text{L}, \text{R}, \text{x} \times 2, \text{B}$

Note: Pause during play, select Power Moves (press  $\text{O}$ ), then press  $\text{B}$  to reach Cheats menu.

#### All Power Moves & 120 Achievement Points:

$\text{L}, \text{x} \times 2, \text{R}, \text{x} \times 2, \text{L}, \text{B}, \text{L}, \text{B}, \text{L}, \text{B}$

#### Infinite Handcuffs:

$\text{L}, \text{R}, \text{L}, \text{R}, \text{L}, \text{R}, \text{x} \times 2, \text{L}, \text{L}$

#### Infinite Bataroller:

$\text{L}, \text{R}, \text{L}, \text{R}, \text{L}, \text{R}, \text{L}, \text{R}$

#### Infinite Batarangs & Electric Batarangs:

$\text{L}, \text{R}, \text{L}, \text{R}$

### BEACH SPIKERS

#### CLASSIC SEGA OUTFITS

Enter these codes as your name when you create a new World Tour game. The word should disappear and you'll be able to put in your real name (or another code) and continue.

**JUSTICE** Uniforms 105 & 106, Glasses 94 (Virtua Cop).

**DAYTONA** Uniforms 107 & 108 (Daytona girl).

**FVIPERS** Uniforms 109 & 110, Face 51, Hair 75 (Honey).

**ARAKATA** Uniforms 111-113, Face 52, Hair 76 (Ulala from Space Channel 5).

**PHANTAZ** Uniforms 114 & 115, Face 53, Hair 77 (Phantasy Star 2).

**OHTORII** Uniforms 116 & 117 (Sega beachwear)

### TUTORIAL MODE EXTRAS

Completing all 25 tasks in Tutorial mode unlocks Uniforms 71-86 for World Tour mode.

### ARCADE MODE EXTRAS

- Finish Arcade mode the number of times required to unlock the following outfit...  
x1 Uniforms 87 & 88 (chrome)  
x2 Uniforms 90 & 91 (gold)  
x3 Uniforms 93 & 94 (platinum)

- Finish Arcade mode as Japan to unlock Uniforms 103 & 104 (oriental).

### WORLD TOUR MODE EXTRAS

- Play a match in the following rounds to unlock extra stages in VS play...

**Round 1:** Pringles

**Round 3:** Holiday Inn

**Round 5:** Nissan

**Round 7:** Nintendo

- Finish World Tour once (in any position) to unlock Uniforms 96-102, Hair 71-74 and Glasses 86-93.

- Finish World Tour in overall first place to unlock Uniforms 89, 92 & 95.

- Beat Dural team to unlock Faces 54 & 55. (The Dural Team appears after you finish a World Tour in overall first place.)

### BLOODY ROAR: PRIMAL FURY

#### HIDDEN REWARDS

Finish Arcade mode enough times to unlock the following extras...

Times	Reward
1	Ganesha The Elephant and the Movie Player
2	Cronos The Phoenix and the Com Battle
3	Kid mode
4	Big Head mode
5	Big Arms mode
6	No Walls
7	Weak Walls
8	Walls Breakable In Final Round
9	Slow Motion
10	Increased Speed
11	No Blocking mode
12	Max Difficulty
13	Knockdown Battle
14	Human mode
15	Beast mode
16	Hyperbeast mode

### UNLOCK KOHRYU

Play through Arcade mode without losing a round, until you fight Kohryu. Beat him and finish Arcade mode to unlock him.

### UNLOCK URANUS

Defeat 16 characters or more in Survival mode. The 16th character should be Uranus herself.

### BMX XXX

#### CHEAT CODES

Enter the following codes in the Cheat Menu.

#### Unlock Everything:

XXX RATED CHEAT

Unlock Amish Boy:

ELECTRICITYBAD

The Dam Unlocked:

THATDAMLEVEL

Rampage Skatepark Unlocked:

IOWARULES

Sheep Hills Unlocked:

BAABAA







### JILL'S COSTUMES

**Sara Connor:** Complete the game with Jill once.

**Nemesis Combat:** Finish the game with Jill twice.

### CHRIS'S COSTUMES

**Deep Cover:** Complete the game with Chris once.

**Rockfort Island Gear:** Complete the game with Chris twice.

### REBECCA'S COSTUME

**Runaround Sioux:** By unlocking either of Chris's additional costumes, you'll automatically unlock Rebecca's Sioux gear. She only dons the outfit if Chris is wearing one of his secret costumes.

### ROBOTECH: BATTLECRY

#### INVINCIBILITY

Start fighter training and kill only two enemies. Exit training and play any Story Mode mission and you should be invincible.

### ROCKET POWER: BEACH BANDITS

#### LEVEL SELECT

Select Cheats from the Options screen. Answer the series of seven questions with the following to unlock all levels...

1. Squid
2. Conroy
3. Tito Makani
4. Maurice
5. Ocean Shores
6. Otto
7. Eddie: Prince Of The Netherworld

### ROCKY

#### CHEATS

Hold **B** and enter these codes at the main menu.

- All Boxers & Arenas:** **A, B, x2, □, x2, □, □**  
**Double Punch Damage:** **□, □, □, □, □, □**  
**Speedy Boxing:** **□, □, □, □, □, □**  
**Max Stats (Exhibition & Knockout)**  
**Tournament Modes:** **□, □, x2, □, □, □**  
**Max Stats (Movie Mode):** **□, □, x2, □, □, □**

**Movie Mode Instant Win:** **□, □, x2, □, □, □**

Note: Press **B** + **□** during the fight.

### THE SIMPSONS: ROAD RAGE

#### KWIK-E KODES

At the Options screen, hold **B** + **□** and enter any of these codes. A sound will confirm correct entry.

- Brick Car:** **□, x2, □, □**  
**Burns Limo:** **□, x2, □, □, x2**  
**Nuclear Bus Cheat:** **□, x2, □, □**

**Extra Money:** **□, x4**

**Extra Camera Views:** **□, x4**

**Overhead View:** **□, x3, □**

**Night Mode:** **□, x4**

**Flat Characters:** **□, x4**

**Slow Motion:** **□, □, □, □**

**Show Physics:** **□, x2, □, x2**

**Thanksgiving Marge:** **□, x2, □, x2**

**Halloween Bart:** **□, x2, □, □**

**Christmas Apu:** **□, x2, □, □**

**New Year Krusty:** **□, x2, □, □**

**Time Trial Cheat:** **□, □, □, □**

Note: Press **B** to start, stop and reset the timer.

### SCOOBY DOO: NIGHT OF 100 FRIGHTS

#### HOLIDAY BONUSES:

Change the GameCube's system date to one of the following to see special things at the front yard and the mystic playground.

**January 1:** Fireworks.

**February 14:** Hearts fly out of Scooby Snacks when collected.

**March 17:** Green fountain water and smoking chimneys.

**July 4:** Red, white and blue fireworks, fountain water and smoking chimneys.

**October 31:** Giant bats decoration

over manor door.

**December 25:** Snow.

**December 31:** Fireworks.

### SEGA SOCCER SLAM

#### CHEATS

Enter the following codes at the main title screen. (Re-enter a code to disable it.)

- Beach Ball:** **□, □, x2, □, □, □, □**  
**Crate Ball:** **□, □, □, □, □, □, □**  
**Black Box Ball:** **□, □, x2, □, □, □**  
**Earth Ball:** **□, □, x2, □, □, □**  
**Eyeball:** **□, □, □, □, □, □**  
**Kids Block Ball:** **□, □, x2, □, □, □**  
**Kids Play Ball:** **□, □, □, □, □, □**  
**Old School Ball:** **□, □, x2, □, □, □**  
**Rusty Can Ball:** **□, □, x2, □, □, □**  
**8-Ball:** **□, □, x2, □, □, □**  
**Big Head Mode:** **□, □, x2, □, □, □**  
**Big Hits Mode:** **□, □, x2, □, □, □**  
**Classic Film Mode:** **□, □, □, □, □, □, □, □**  
**Infinite Spotlight Mode:** **□, □, □, □, □, □, □**  
**Infinite Turbo:** **□, □, □, □, □, □, □**  
**Max Power Mode:** **□, □, □, □, □, □**  
**Modern Film Mode:** **□, □, □, □, □, □, □**

- Shox Challenge:** **□, □, □, □, □, □, □, □**  
**Shox:** **□, □, □, □, □, □, □, □**  
**Gold Rewards:** **□, □, □, □, □, □, □, □**  
**Platinum Rewards:** **□, □, □, □, □, □, □, □**  
**Compact Championship:** **□, □, □, □, □, □, □, □**  
**Tunnel Vision (use Peugeot 106):** **□, □, □, □, □, □, □, □**  
**Surfs Up (use Mini Cooper):** **□, □, □, □, □, □, □, □**  
**Nursery Slopes (use Saxo Super 1600):** **□, □, □, □, □, □, □, □**  
**Shox Away (use 911 SC Safari):** **□, □, □, □, □, □, □, □**  
**Lagoon Show (use Racing Puma):** **□, □, □, □, □, □, □, □**  
**Ice And Easy (use Escort RS 1800 MKII):** **□, □, □, □, □, □, □, □**  
**Turbo Championship:** **□, □, □, □, □, □, □, □**

### SHOX

#### GOLD REWARDS

Achieve a Gold ranking on each track to unlock its Night Track option.

**PLATINUM REWARDS** To get a Platinum ranking, use the recommended car to get three gold Shox.

**Compact Championship** Get to a Platinum ranking, use the recommended car to get three gold Shox.

**Tunnel Vision (use Peugeot 106):** Win Escort RS18000 MKII+.

**Surfs Up (use Mini Cooper):** Win Racing Puma +.

**Nursery Slopes (use Saxo Super 1600):** Win 911 SC Safari +.

**Shox Away (use 911 SC Safari):** Unlock three cars in Sports Car Gamble.

**Lagoon Show (use Racing Puma):** Unlock other cars in Sports Car Gamble

**Ice And Easy (use Escort RS 1800 MKII):** Halve cost in Compact Car Gamble.

**Sports Championship:** Gamble to win a sports car and you can then compete in the Sports Championship.

**Fort Shox (use Cayenne Turbo):** Win Escort RS Cosworth +.

**Flamingo Falls (use Delta Integrale):** Win Celica GT4 ST205 +.

**Avalanche (use Celica GT4 ST205):** Win Cayenne Turbo +.

**Temple Ruins (use Escort RS Cosworth):** Halve cost in Sports Car Gamble.

**Thanksgiving Marge:** Win 911 SC Safari +.

**Halloween Bart:** Win Celica GT4 ST205 +.

**Christmas Apu:** Win Celica GT4 ST205 +.

**New Year Krusty:** Win Celica GT4 ST205 +.

**Time Trial Cheat:** Win Celica GT4 ST205 +.

Note: Press **B** to start, stop and reset the timer.

### SCOOBY DOO: NIGHT OF 100 FRIGHTS

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**July 4:** Red, white and blue fireworks, fountain water and smoking chimneys.

**October 31:** Giant bats decoration

Championship...

**Arid Enduro F (use Quattro E2):** Win RS200+.

**Jungle Enduro F (use Metro 6R4):** Win 205 T16 GRB +.

**Snow Enduro F (use Rallye 037):** Win 959 Paris-Dakar +.

**Arid Enduro A (use RS200):** Halve cost in Power Car Gamble.

**Jungle Enduro A (use 205 T16 GRB):** Halve cost in Power Car Gamble.

**Snow Enduro A (use 959 Paris-Dakar):** Halve cost in Power Car Gamble.

**SHOX CHALLENGE**

You can use any of your Power Cars to compete in a one-on-one race against a shiny Porsche (once you've earned enough Platinum rankings).

Win these four races to be crowned Shox Champion...

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secret characters you'll unlock...

Character	Gold Medals
Brodi	1
Zoe	2
JP	3
Kaori	4
Marisol	5
Psymon	6
Seeiah	7
Luther	8

#### PIPEDREAM COURSE

Win a medal on all Showoff courses to unlock this.

#### UNTRACKED COURSE

Win a medal on all Race courses to unlock this.

#### UBERBOARDS

Unlock all of the tricks for a character to get their überboard.

#### EXTRA COSTUMES

Complete all of the chapter in your trick book to unlock more costumes. For the final chrome costume, complete World Circuit mode with a Master rank.

#### STARFOX ADVENTURES

##### CHEAT TOKENS

There are a total of eight Cheat Tokens for you to discover as you progress through the game. They can be found in the following locations...

##### Thorntail Hollow Store:

In the well in the first room next to the storekeeper – you can't miss it! Function: Displays the end-of-game credits.

##### Ice Mountain:

Go past the SharpClaw cannon and place a Bomb Spore next to the crack in the wall. Blow it and hey presto, you've found your well.

Function: It allows you to access the game music in the menu screen.

##### Snowhorn Wastes:

Dive into the icy river and follow it to the end, where you'll find a well waiting for you.

Function: Tells your fortune.

##### Moon Mountain Pass:

Before entering the shrine, as you head up the series of ramps you should notice an opening up to your left. Use a MoonSeed to reach it, enter the cave and the well can be found inside.

Function: Enables you to change the game's language to Dinosaur Language.

##### Lightfoot Village:

Perform the side-quest in LightFoot village and find the three missing babies and return them to their mother underground. A Rocket Boost pad will now be activated. Use this to reach the higher ledge and follow the path around to the right where you'll soon stumble across the well.

Function: Tells your fortune.

##### Cape Claw:

Use the cannon to blast away the rock beneath the wooden footbridge leading to ThornTail Hollow. The well is inside the cave which is revealed. Function: Enables GFX Mode which turns the colours semi black and white.

##### Volcano Force Point Temple:

Just before you enter the main temple, climb down the wall to your left and use a MoonSeed at the bottom. Climb up to the small hidden cave at the top and the well will be waiting for you inside.

Function: Tells your fortune.

##### Ocean Force Point Temple:

As you go past the electric blocks, open the portal door to the right and the final well can be found inside. Function: Tells your fortune.

#### STAR WARS: BOUNTY HUNTER

##### CHAPTER CODES

1	SEEHOWTHERUN
2	CITYPLANET
3	LOCKDOWN
4	DUGSOPLENTY
5	BANTHAPOODOO
6	MANDOLARIANWAY

##### MISSION CODES

1	BEAST PIT
2	GIMMEMYJETPACK
3	CONVEYORAMA
4	BIGCITYNIGHTS
5	IEATNERFMEAT
6	VOTEATRELL
7	LOCKUP
8	WHAT A RIOT
9	SHAFTED
10	BIGMOSQUITOS
11	ONEDEADDUG
12	WISHIADHMYSHIP
13	MOSGAMOS
14	TUSKERS R US
15	BIG BAD DRAGON
16	MONTROSSISBAD
17	VOSAISBADDER
18	JANGOISBADDEST

##### SECRETS CODES

Go to Options then Codes to enter these (as with the Chapter and Mission codes).

Concept Art: R ARTISTS ROCK

TGC Cards: GO FISH

#### Death Star Escape Level:

PYST?000, then DUCKSHOT

#### Triumph Of The Empire:

AZTOBHII, then OUTCAST!

#### Revenge On Yavin Level:

OGGRWPDG, then EEEKEE!

Note: Can only be activated if Triumph Of The Empire level is already open.

#### Endurance Level:

?WCYBRTC, then ??MBC???

Note: Can only be activated if Triumph Of The Empire and Revenge On Yavin levels are already open.

Complete the game on Expert without using a single continue. Master difficulty contains an extra ten stages, which will all make Expert seem like Beginner.

#### INFINITE CONTINUES

Once you've purchased all three mini-games (Monkey Billiards, Monkey Bowling & Monkey Golf) you can then buy an extra continue with every 2,500 play points earned (see table below). Upon notching up a total of nine continues, the game will grant you Infinite Continues.

#### BONUS

#### Play Points

Monkey Billiards	2,500
Monkey Bowling	5,000
Monkey Golf	7,500
6 Continues	10,000
7 Continues	12,500
8 Continues	15,000
9 Continues	17,500
Infinite Continues	20,000

#### MINI-GAMES: THREE FOR ONE

It's possible to play all three of the mini-games with only 2,500 play points. Save the points to your memory card, then take the card out of the console. Now just open the desired game you wish to play. If you wish to change games, simply reset the machine and re-insert the memory card. Your points will still be saved, so you can choose a different mini-game this time.

#### SUPER SMASH BROS MELEE

##### UNLOCK SECRET CHARACTERS

Dr Mario: Complete Classic mode with Mario (not using any Continues).

Ganondorf: Complete Event #29 in Event mode.

Falco Lombardi: Complete the 100-Man Melee match in Stadium mode.

Jigglypuff: Complete Classic mode once with any character (not using any Continues).

Luigi: Complete the Mushroom Kingdom stage of Adventure mode with the fourth digit of the timer as a '2' (ie XX:X2:XX). Complete Adventure mode without using any continues, then Luigi will challenge you. Defeat him to unlock him. Alternatively play 800 VS mode matches, then defeat Luigi when he challenges you.

Marth: Play one complete VS mode match with each of the 14 original characters.

Mewtwo: Play VS mode for either 20 hours or 700 matches.

Mr Game And Watch: Complete Classic mode with ALL 24 of the other characters.

Pichu: Complete Event #37 in Event mode.

Roy: Complete Classic mode with Marth.

Young Link: Complete Classic mode with ten different characters.

##### NEW VS MODE STAGES

For every 50 VS matches that you fight, you'll unlock one of four new arenas – in this order... Brinstar Depths, Fourside, Big Blue, Poké Floats.

##### SECRET STAGES

Mushroom Kingdom II (Subcon): Find the Birdo or Pitdig trophies in Adventure Mode or win it on the Lottery.

Flat Zone: Complete Classic or Adventure Mode with Mr Game And Watch.

Battlefield: Complete All-Star Mode once with any character.

Final Destination: Complete all 51 event matches in Event Mode.

Yoshi's Island (SSB): Score over 400m (1,300ft in US version) in the Home Run Contest.

Kong Jungle (SSB): Complete the 15-Minute Melee with any character.

Dream Land (SSB): Complete the Target Test with all 25 characters.

##### MASTER DIFFICULTY

##### ALL-STAR MODE

Complete Classic AND Adventure Mode with all 25 characters in the game.

##### SOUND TEST MODE

Complete Event Match #51 in Event Mode.

#### TARZAN UNTAMED

##### PLAY AS JANE

Complete the Terk challenges in World 1 to unlock Jane in the skiing and surfing challenges.

##### PLAY AS PORTER

Complete the Terk challenges in World 2 to unlock Porter in the skiing and surfing challenges.

##### PLAY AS TERK

Complete the three Terk challenges in the final levels of the game to unlock Terk.

#### TIGER WOODS PGA TOUR 2003

##### PASSWORD CHEATS

Select Passwords from the options menu and enter any of the following as a code. You'll hear an 'Oh yeah!' if you enter it correctly.

**Everything Unlocked:** ALLTW3

**All Courses Unlocked:** 14COURSES

**Super Tiger Woods:** SUNDAY

Note: Create a new profile using Super Tiger Woods as a template to max out your skills, right from the start!

##### EXTRA MONEY

Use a memory card with a save file from another EA Sports game.

#### TIMESPLITTERS 2

##### STORY MODE SECRETS

Complete the following levels in Story mode to unlock extra playable characters in other modes...

**Siberia:** Hybrid Mutant  
**Chicago:** Big Tony  
**Notre Dame:** Jacque De La Morte

**Planet X:** Ozor Mox  
**NeoTokyo:** Sadako  
**Wild West:** The Colonel  
**Atom Smasher:** Khallos  
**Aztec Ruins:** Stone Golem  
**Robot Factory:** Machinist  
**Space Station:** Reaper Splitter

##### CHALLENGE MODE SECRETS

Get at least a Silver medal in each stage to unlock a secret...

**Pane In The Neck:** Rotating Heads [Cheat]  
**Bricking It:** Brick [Weapon]

**Stain Removal:** The Hunchback [Character]  
**Fight Off The Living Dead:** Sewer Zombie [Character]

**Sergio's Last Stand:** Sergio [Character]  
**Day Of The Damned:** Feeder Zombie [Character]

**Silent But Deadly:** Viking [Hat]  
**Trouble At The Docks:** Pirate [Hat]  
**Escape From NeoTokyo:**

**Gone Bananas:** Big Ears [Hat]  
**Private Coal:** Private Poorly [Character]

**Monkey Business:** Wood Golem [Character]  
**Playing With Fire:** Ample Sally [Character]

**Take 'Em Down:** Marco The Snitch [Character]  
**Fall Out:** Sgt Rock [Character]

**Pick Yer Piece:** R-One-Oh-Seven [Character]  
**Badass Buspass Impasse:**

**Badass Cyborg:** Badass Cyborg [Character]

**But Where Do The Batteries Go?:** R-One-Oh-Seven [Character]



## WELCOME TO ADVANCE...

We've bigged up Advance this month to take a look at how linking your 'Cube and GBA can broaden the experience of many games. We weren't able to prise Gary off *Puzzle Fighter* however, no matter what we tried!



# ADVANCE

Only the best GBA games reviewed – hey, it's been a bad month okay...

### The latest Shining title



## SHINING SOUL

LONG-TIME SEGA fans will be eager to get hold of the latest *Shining* game, but we may as well say it now – you're in for a bit of disappointment. The game plays a little like *Phantasy Star Online*, but without the online bit, obviously. You and up to three other players can join up to hack and slash your way across several lands, defeating monsters and collecting items along the way. There are a few nice touches, such as the way you can walk through enemies, thus avoiding the typical scenario where you find

yourself cornered by a slew of bad guys, and the interface is simple and intuitive to use.

For fans of the past games though, there isn't much on offer here. The bosses have all been seen before, and the simplicity of the game (just one button for attacking with your weapon, although you can use magic and summons later on) leaves a lot to be desired. Hook up a few more GBAs and things do get a lot more interesting as different players can choose from the four character classes

to mix and match the way the game plays. For instance, Wizards healing Warriors and so forth. Like we said, it's very *Phantasy Star Online*.

The visuals are simple but colourful and the animation is fine, but the music leaves a lot to be desired. The loops usually last for about 10 seconds and they sound like something you'd expect to hear from the original Game Boy.

Past *Shining* games before and they've mostly been excellent. This, unfortunately, is the black sheep of the family.

### CUBE

#### INFORMATION

PUBLISHER:	SEGA
DEVELOPER:	IN-HOUSE
GENRE:	RPG
PLAYERS:	1-4
RELEASE:	OUT NOW

#### STATS

- HIGH PLAYABILITY
- CUSTOMISE YOUR CHARACTER
- TEAM UP TO DEFEAT BOSSSES
- PREQUEL TO SHINING FORCE

CUBE  
RATING  
**6.5**



## Put the world to rights with another CUBE explanation

**WHEN NINTENDO FIRST** started talking about the GameCube, the GBA link-up facility was going to be big, and the potential it holds is enormous. But very few developers have bothered to take advantage of it... until now, that is. With Nintendo setting the example, publishers are slowly adding their ten cents' worth. It makes sense. After all, if you want people to buy a GameCube update you really have to offer something above and beyond an improved frame rate. When games do support the link-up option, they generally provide it in two ways:

- **Link your GameCube to a GBA without the need for the GBA game.** This generally allows you to download mini-games to your GBA. The code for the mini-game is on the GC disc, so no GBA cart is needed.
- **Link your GameCube to a GBA with the relevant GBA game inserted.** With both versions of the game linked up there are more possibilities. The games can exchange data and extra levels can be opened up in the GBA version of the game.

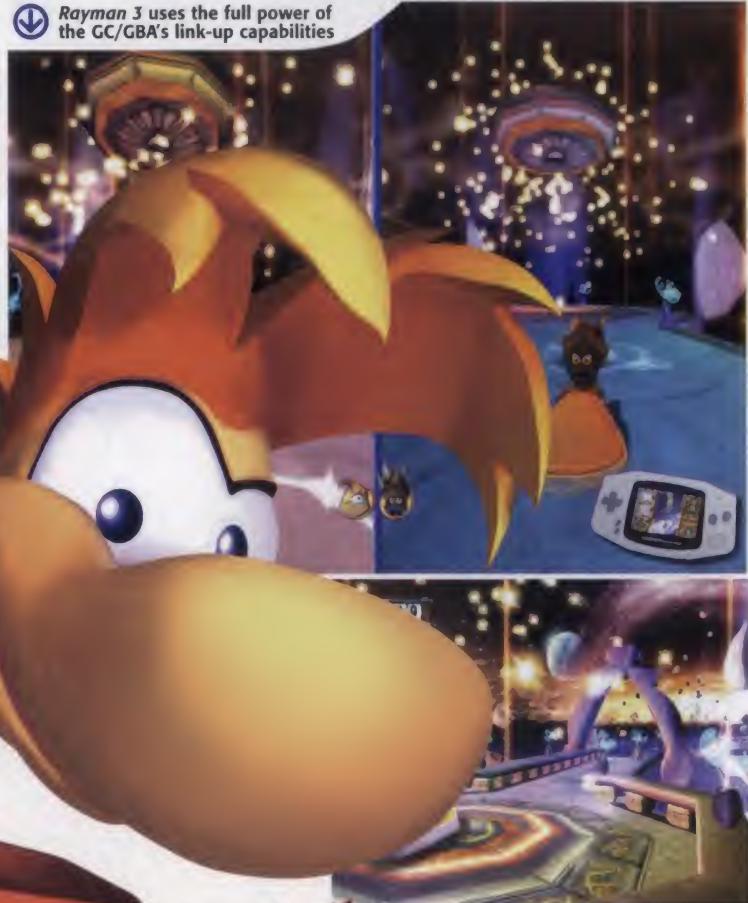
With that in mind, here are some examples of what can be done...



# YOU WHAT?!

## THIS MONTH... GBA TO GC LINK-UP

Rayman 3 uses the full power of the GC/GBA's link-up capabilities



### RAYMAN 3

#### THE FRENCH CONNECTION

Out of all the games that currently support the link-up feature, Ubi Soft's platform adventure *Rayman 3* is probably the best example of the possibilities of getting linked up. In fact, so impressed have Nintendo been with Ubi Soft's efforts on *Rayman* that they've taken up the cause themselves in an effort to promote the new features – something the GameCube is unique in being able to offer.

Without a GBA version of the game, one player can lay down a track in a *Tetris*-style while the other

player races along it on the GameCube version. With two pads and two GBAs you can both lay down tracks and race at the same time. As you can imagine, it gets very competitive.

With both versions of the game linked up you can unlock 11 new levels in the GBA version with a Final Challenge level opening up once you complete the GameCube version. For *Rayman* fans, it's a dream come true and just goes to show what's possible when a little thought is given to the concept.

# METROID PRIME

OOH! SUITS YOU, MADAM!

Let's face it — if you have a GBA and a GC you're definitely going to have both *Metroid Fusion* and *Metroid Prime*, and you'll almost certainly want to finish them. With this in mind, Nintendo has only included link-up options that require both games. Finish *Fusion* and you can unlock the Fusion suit for use in *Prime*. Finish *Prime* and you can unlock the original NES version of *Metroid*. Sweet as!



## DAKAR 2

FRENCH RACING ON THE GBA

The link-up facility isn't just limited to unlocking new levels. In some cases you can get access to an entire game. This is exactly what Acclaim Studios Cheltenham has done with its latest title, *Dakar 2* (see review on page 60). By hooking up to a GBA (no GBA game needed) you can open up a whole game of *Dakar 2* on the GBA. What you get for your trouble is a bunch of tracks, cars and challenges that actually play better than many GBA games we've seen recently.



## ZELDA: WIND WAKER

THERE'S A TINGLING IN ME BONES

Nintendo has been very sneaky with *Wind Waker*, and if you own the GameCube title you'll almost certainly be tempted to get hold of a GBA, even if you never use it again. You see, dotted throughout Link's world are hundreds of secret areas that can be opened up using bombs. The only way to find these is to find Tingle and use his Tingleceiver. By linking up to the GBA you can see through the eyes of Tingle on the GBA screen. This mode allows you to see the secret hotspots and move Link to the corresponding area on the GameCube version. Ta da! Instant prizes.



Use your GBA to find the hidden areas in *The Wind Waker*. Bonus!

You can play *Dakar 2* on your GBA without a cart



## CUBE

SAYS...

FIRST IMPRESSION

Though not offering quite what Nintendo originally promised, the link-up option is slowly but surely offering decent extras to owners of both consoles.

If you have both you may as well invest in a link cable — they don't cost much compared to what you get out of them. Most third-party versions are even cheaper and do the job just as well as the real thing.

Remember also that there's some great stuff coming... *Mario Kart*, *Pokémon*, *Mario Golf* and *Pikmin 2*, anyone? You'll be missing out if you're not connected.

CUBE



# I ❤ NINTENDO

**WE NORMALLY USE** this section to look back at classic games from the Nintendo console archives. However, this month is a little different. Yes, we still love Nintendo, but for a slightly different reason. Literally hours before we went to press, Nintendo sent us five screenshots of two brand new games. One is a classic Nintendo franchise that we had almost given up on. The other is a relatively new franchise, but it already holds a place in our hearts. Presenting the first ever shots of *Pikmin 2* and *Kirby's Air Ride*...



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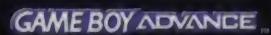
# RAYMAN 3

NO ARMS, NO LEGS, ALL ACTION

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